ISSUE 23 · AUGUST 1989 · £1.50

ACE

MAGAZINE OF THE YEAR

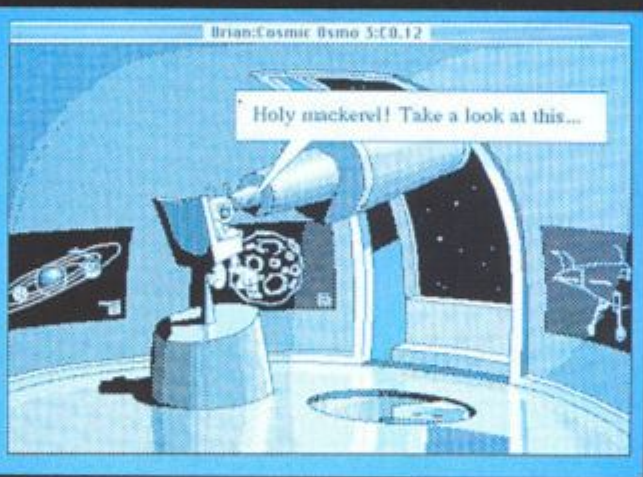
■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

ADVANCED COMPUTER ENTERTAINMENT

THE DAWN OF A NEW AGE

Games power in the palm of your hand

AMERICAN BEAUTIES



Brian:Cosmic Osmo 3:C0.12

Holy mackerel! Take a look at this...

COSMIC OSMO

The world's BIGGEST game

ACE VISITS CES

Sim City, Lucasfilm's Loom, Harley Davidson Simulator, Falcon Mission Disk, all state of the art and straight from the States.

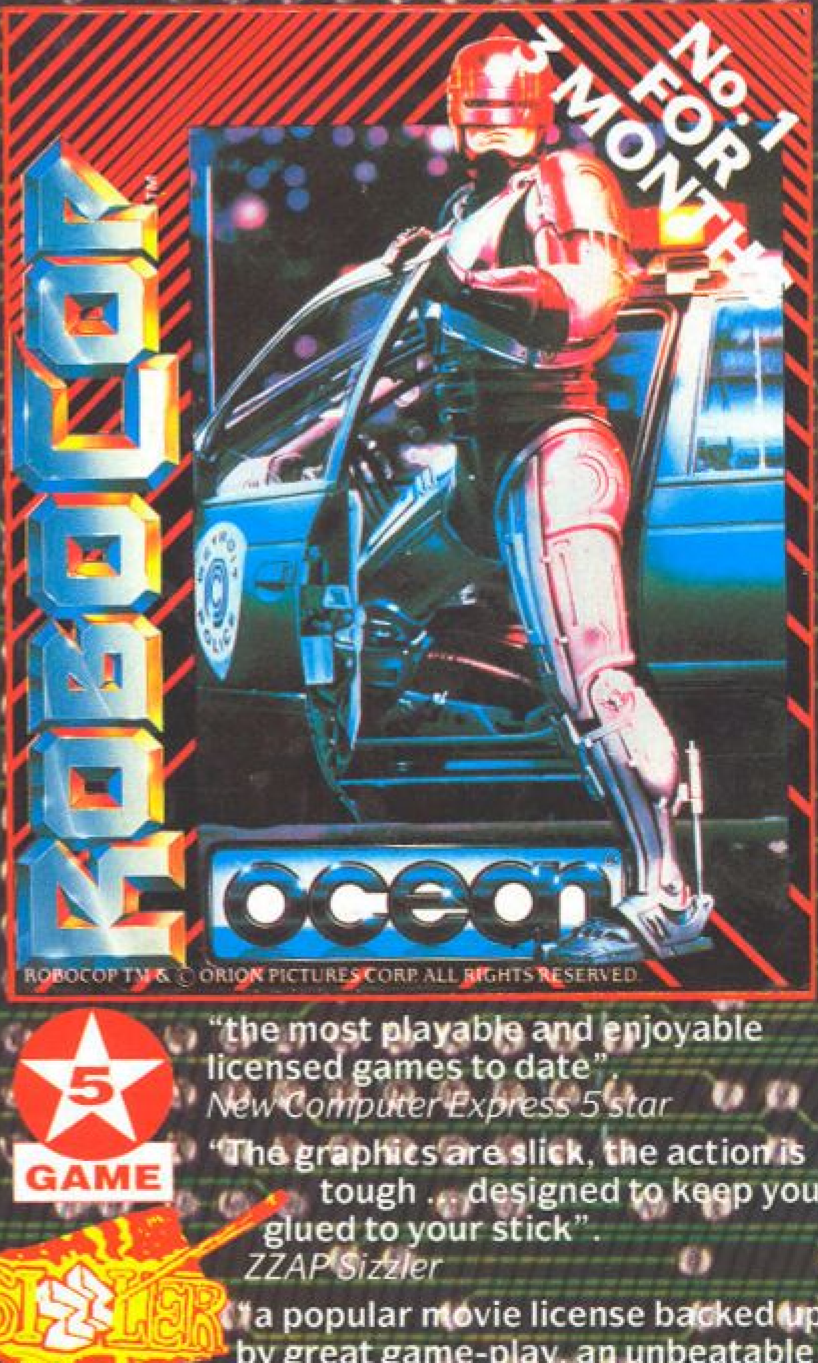
BATTLETECH – stunning new multi player coin-op

MEATLOAF – struts his stuff for Mindscape

WIN A BABY ARCHIE!!

Walk away with the incredible Acorn A3000 – the world's fastest micro.

PLAYFUL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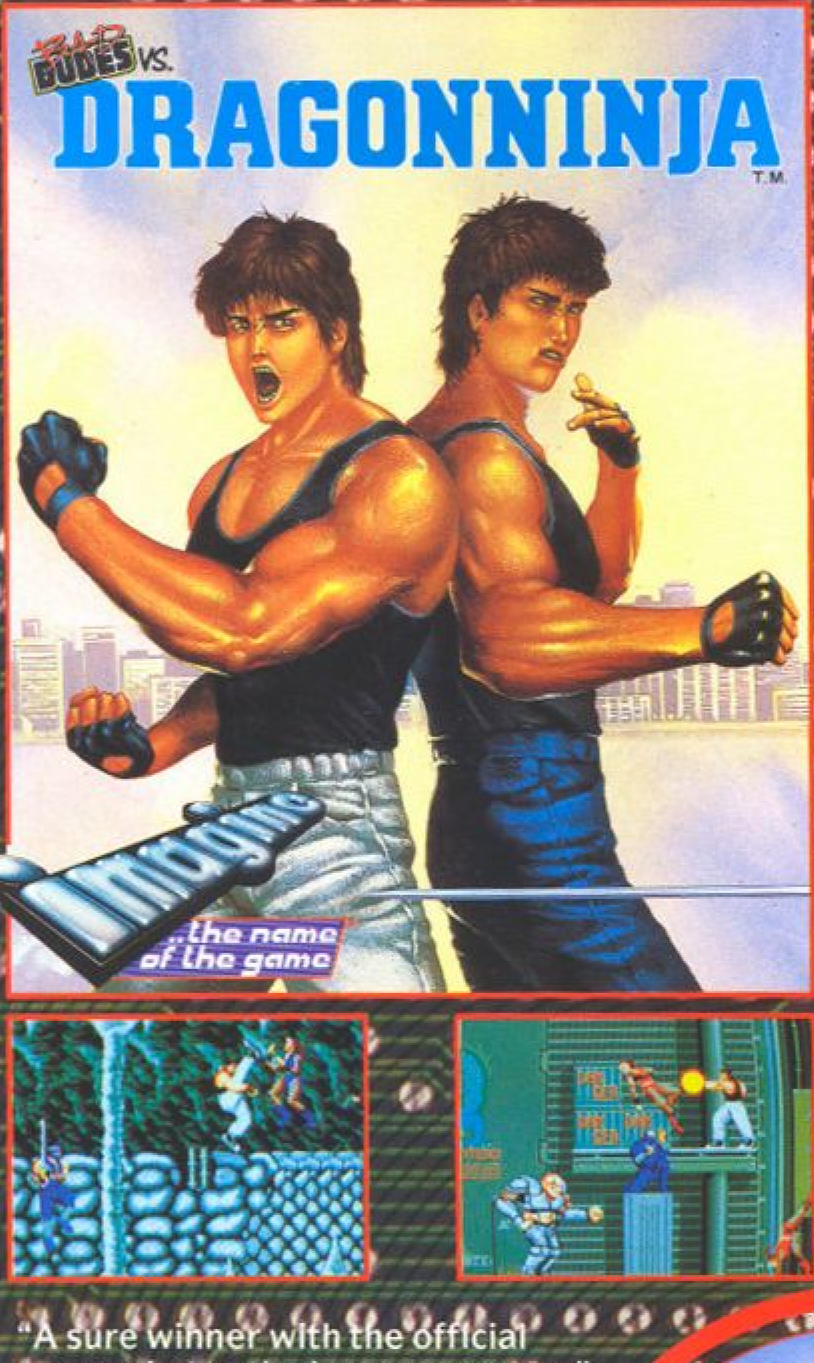
BAD DUDES VS.
DRAGONNINJA
T.M.
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...the name of the game

5 GAME

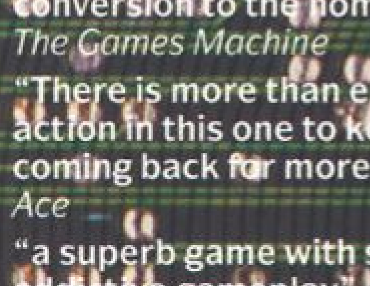
"the most playable and enjoyable licensed games to date".
New Computer Express 5 star

"The graphics are slick, the action is tough ... designed to keep you glued to your stick".
ZZAP Sizzler

SIZZLER

"a popular movie license backed up by great game-play, an unbeatable formula – needless to say, I'd buy it ... miss this and you're missing the hottest game of the year".
ST Action

STA



"A sure winner with the official conversion to the home computer".
The Games Machine

"There is more than enough action in this one to keep you coming back for more".
Ace

"a superb game with such addictive gameplay".
Computer Games Week FAB

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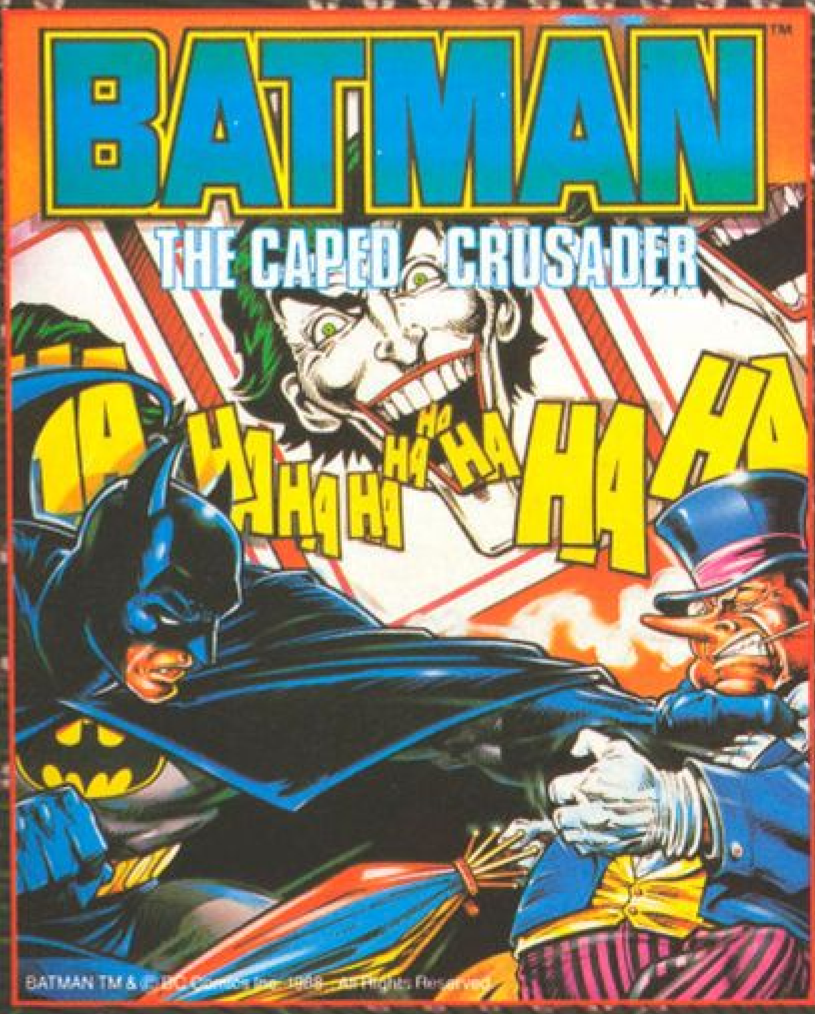

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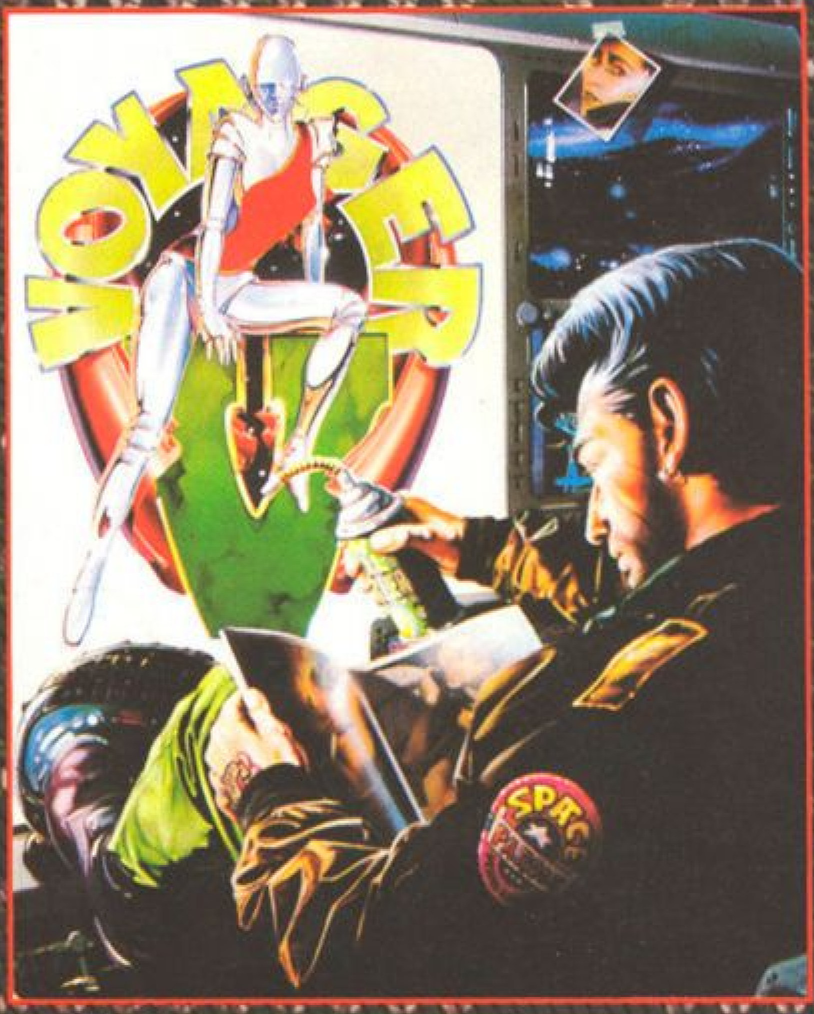
"Special FX programmed the game and have done a great job, recreating the character of the originals with a hint of humour".
Amiga User Int.

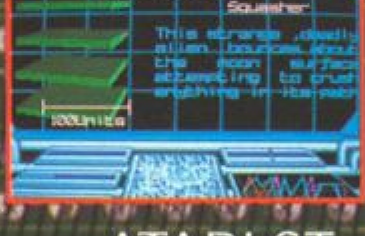
"The characters and backgrounds are striking – each are superlative – the Amiga features a soundtrack in glorious remixed stereo".
The One



"polished in every aspect – from the humorous storyline to the end of the blasting".
The Games Machine Top Score

"... you're in for the time of your life ... fabulous 3D, hours of absorbing play – you name it, Voyager's got it. And that's not all: Ocean throw in a cassette soundtrack which has to be one of the most mind-blowing pieces of music I've ever heard".
ZZAP Sizzler

"... scrolling 3D graphics, the most impressive I've seen on the ST ... a great arcade formula and clever graphics ... an excellent game that will keep you playing for quite some time".
ST Action



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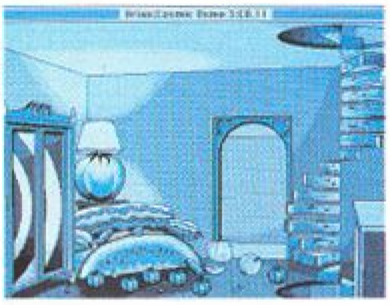
The future of gaming could – quite literally – lie in your hands. See the Palm Power panel below for more details and check out the games technology of the 1990's.

COSMIC OSMO ..36
The world's biggest game – and a whole new concept in computer entertainment from Activision. Hit? Or just a 3 megabyte miss?



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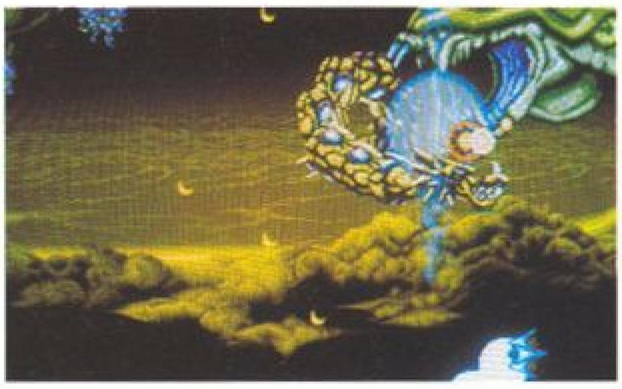
What is it? How do you do it? How much does it cost? And where do you get the little widget that plugs into your micro and makes it all possible? Jon Bates reports...

YOU CAN DO IT! 63
ACE's Pixel Professor prints a selection of reader's images produced on a variety of micros and assesses the results. Pick up a few tips, then paint those pixels.

GAMEPLAY

ARCADE ACE 22
At last! Another silicon sweetie from the team that programmed R-Type. Is Dragons' Breed worth 30p?



SCREEN TEST 41
If you've been feeling the heat over the last few weeks and want a rest, then forget it. Instead, check out this month's new games. Whatever your tastes, there'll be something here to suit your whims and your pocket. The full list is in the panel to the right.

SCREEN TEST

Three 900+ wonders this month, plus an authoritative appraisal of seventeen more. Which ones should you spend your hard-earned cash (and equally valuable time) on?

ACE RATED

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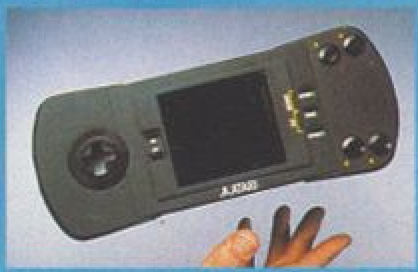
This month sees the most significant developments in gameplay technology since the launch of affordable 16-bit machines. Check out the products in the ACES Guide on pages 26-31 and GASP!

PALM POWER

Atari have launched a portable games machine with full colour graphics, custom chips capable of generating rapid 3D perspective displays, and a host of up-and-coming titles at America's CES Show. See the screenshots, read about the machine, and check out everything else you need to know in the ACES feature, together with news of Nintendo's hand-held competitor, and new 16-bit consoles from Japan.



WIN THE WORL

Acorn's Archie has already proved itself with its stunning version o

WHERE TO NOW?

This month's report from CES makes one thing quite clear: the games console market is where it's all happening when it comes to computer entertainment these days. There's no denying that full colour portable games power is an attractive proposition – and software companies are falling over themselves to support this growing market. But what about ye olde micro, eh? Are we about to see a head-to-head battle between computers and consoles? And if we are, who's going to win? Check out this month's feature on page 26 – and don't miss next month's Second Anniversary ACE Special – the 24th Issue that will blast you, console or computer in hand, into the 21st Century...

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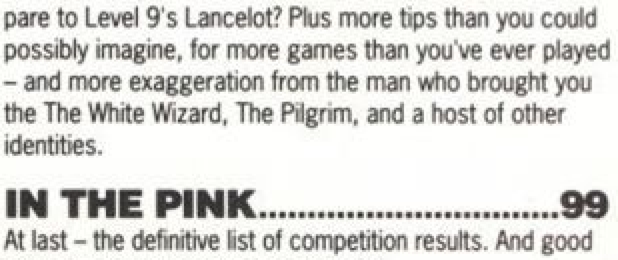

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At last – the definitive list of competition results. And good news for Pink Pages fans on page 99.

LD'S FASTEST MICRO

sion of Zarch. Now you can win its equally impressive baby brother, the A3000. See page 25.

THE STORY S

Some of the hottest titles of recent month ar
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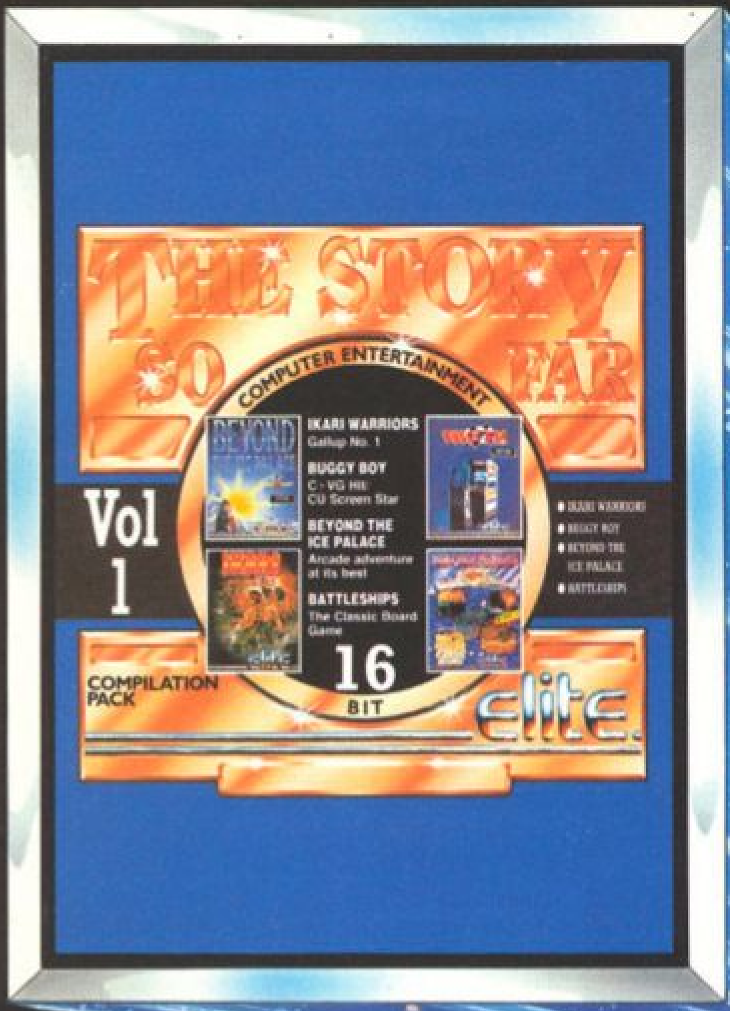
All four will be available uri
with more Chapters planned for lter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BEYOND THE
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BATTLESHIPS
The Classic Board
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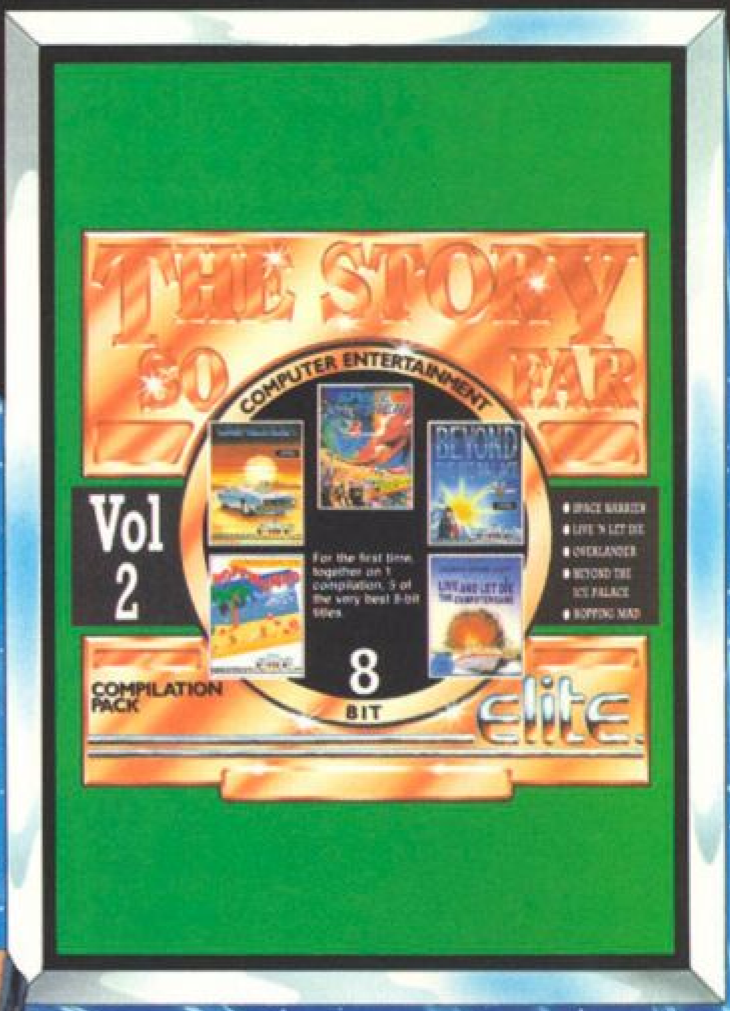
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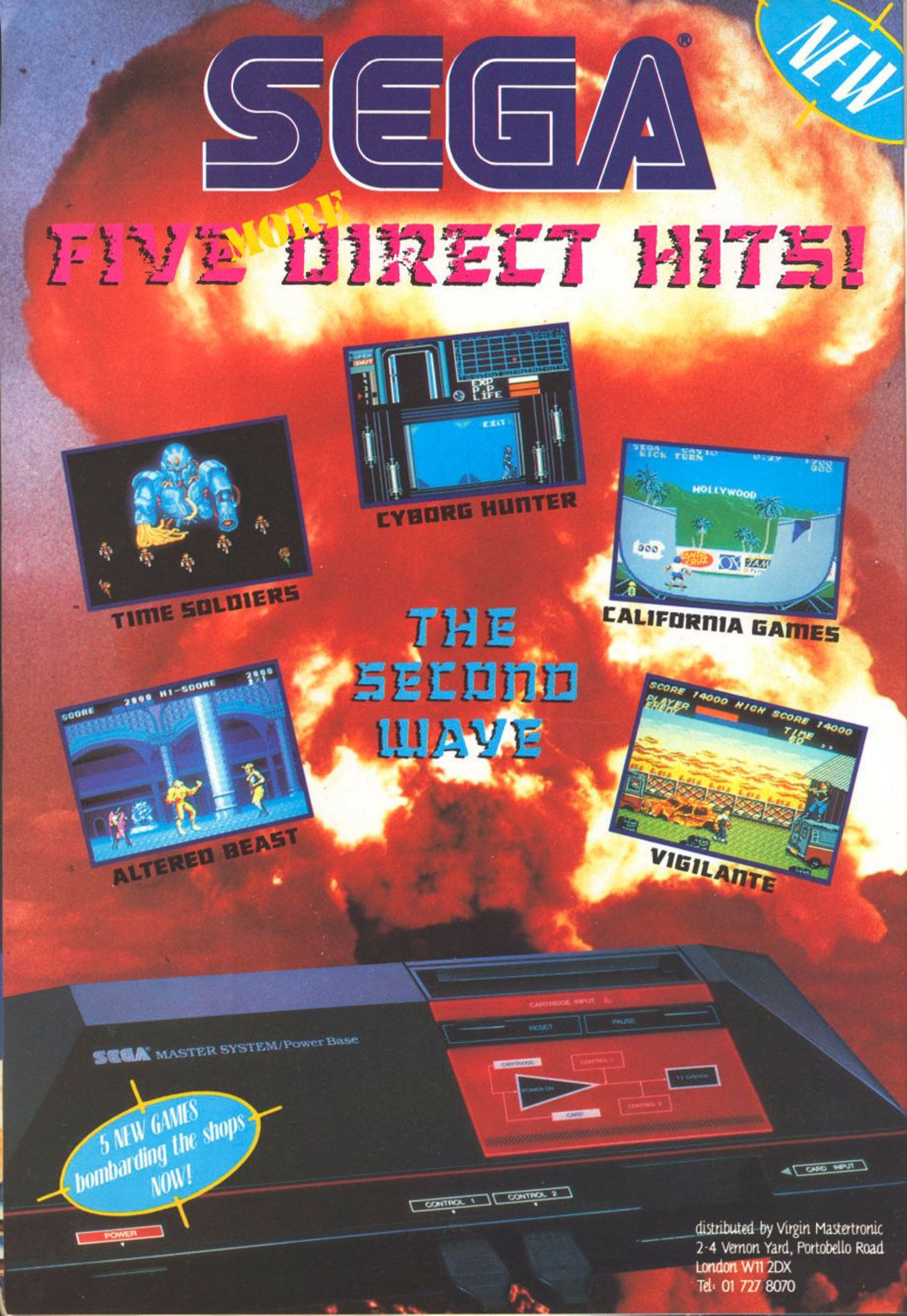
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- New Atari ST – Amiga beater?
- Vicious Infocom rumours
- Latest US titles on show
- Nintendomania hits peripherals

ACE NEWS

COMMODORE SHRUG OFF NEW ST RUMOUR

Commodore appear unperturbed about recent trade rumours that a new super Atari ST - the 'STE' will outperform the Amiga in the two key areas of sound and graphics.

The Amiga was launched four years ago this month at a glitzy New York party with celebrities Debbie Harry and Andy Warhol on hand to give the Amiga artistic credibility. In recent months speculation has grown about an upgrade to the Amiga or a possible Amiga Games Console.

Unfortunately, this seems destined to remain speculation for the time being. Despite the new Atari STE, Commodore spokesperson Simon Harvey told ACE 'We are very confident in the Amiga . It is proving itself in the marketplace with consistent sales and is continuing to do well.' Harvey added that he did not feel Commodore needed to make a defensive response to the STE and that the Amiga could hold its own.

Commodore also remain tight-lipped about the much rumoured Amiga games console - thought to be an Amiga with its keyboard stripped off.

The firm are continuing their strides in the PC market towards this end have just announced a free one year service contract for their IBM compatible range of PC's. Great news for some, but hardly likely to set the games world alight.

STE

Meanwhile, Atari's STE is further evidence of Tramiel's continual development of the ST range. If things keep going like this, we'll be seeing ST's in the year 2000 with enough knobs bolted on to run a battleship. And, of course, they'll still run Oids, won't they?

Perhaps they will, if the STE is anything to go by. Featuring 4096 colours on the palette and 256 on the screen, this is substantially better than the Amiga's 32 on-screen and a whole world different from the current ST standard 16. On the other hand, your existing ST software should still perform OK, with software houses using an unusual method of storing extra, STE specific code, on one side of the program disks and standard ST code on the other.

Of course, this is all speculation since Atari have yet to confirm the existence of the STE, despite press reports and well-founded rumour. There's a good reason for this, naturally – if there's a big fat STE round the corner, who's going to buy an ST right now?

Well, you might, for starters. Don't forget, the STE is still 'vapourware' and the ST is definitely hardware. And if you're wondering whether you should get your Amiga now or then, plump for now, because the clear message from Commodore is that that's the spec, and they're sticking to it...

The Amiga – perfect the way it is, according to Commodore. Atari must think so too – they're out to beat it with the new STE

THE HOLY BIBLE

Hi-tech trendies of a religious persuasion may soon have something else to pack inside their stainless steel briefcases beside the mobile phone and Psion Organiser in the shape of the world's first Electronic Bible.

The hand held holy bible was officially launched at the Summer Consumer Electronics in Chicago last month.

The bible is the work of Franklin Computer of New Jersey who say of their machine "Not since Johannes Guttenberg produced the first printed Bible five centuries ago, has there been such a dramatic advance in the form of this significant and complex work".

The Franklin Holy Bible contains both the new and old testament and enables you to locate a certain passage at the touch of a button.

Available in two editions-the King James Version or the Standard Revised Version. In the shops at Christmas for £150.

BLOOD'N'GUTS SIM

Well, strike us down with a scalpel. This time we reckon we really have seen it all. The most gruesome simulator yet has just arrived in the ACE office in the shape of *Life and Death* - declaring on its box 'YOU are the surgeon...'.

To get you in the mood to operate the box contains surgical gloves and a surgeon's mask. Described as the 'the world's first interactive medical movie' *Life and Death* provides you with the 'terrifying responsibility of holding a human life in your hands as you cut into living flesh'. The box also contains an Operating Procedures Manual, a 25 page glossary of medical terms and description of surgery tools, and a memo from Dr David Lindstrom, Chief Surgeon at the Toolworks General Hospital.

In the game you must talk with your patient, read charts, order X Rays, ultra sound , blood tests and other lab reports. When you are sure of your diagnosis, it's time to reach for the knife.

The game is the work of American outfit The Software Toolworks - who are distributed in the UK by Mindscape.

Just in case any *Life and Death* experts might feel confident enough to tackle a bit of real DIY surgery the game suggests that 'UNDER NO CIRCUMSTANCES should any person rely upon or be influenced by these materials in making any health related decision'. Enough to make you feel ill, isn't it?

AMERICAN BEAUTIES

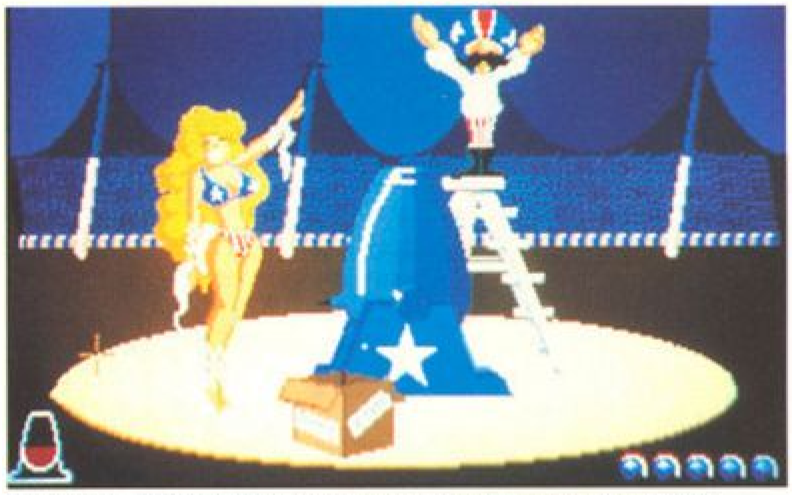
First glimpses of Uncle Sam's big ones for '89...

Here's a quick snifter of the titles we managed to get a quick peek at during our visit to the CES show. These boys should be 'over here' real soon now, folks...

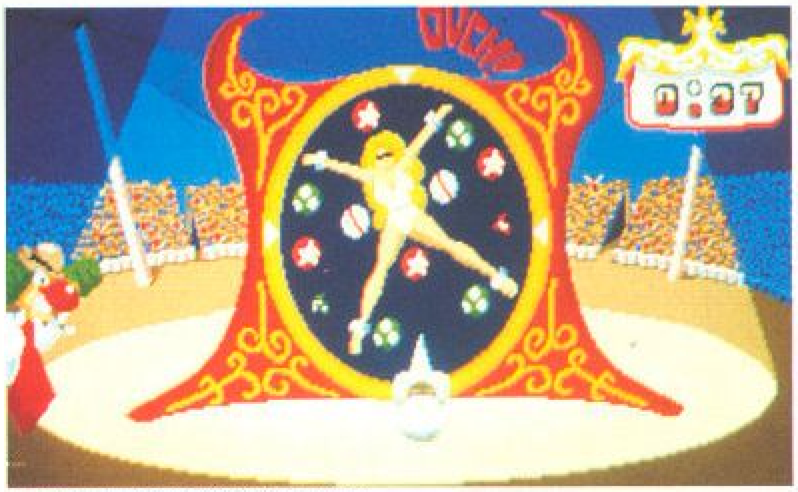
The Big Top seems be in vogue right now for computer games with Mindscape set to add their name to the growing list of firms offering circus games. Fiendish Freddy's Big Top O' Fun was coded for the Chicago based software house by Chris 'Infiltrator' Gray - it looks like it may be the best of the bunch. Six acts are available: High Diving, Human Cannonball (shown above), Knife Throwing (also shown above), Juggling, Tightrope, and the Trapeze. Amiga, ST, and IBM PC versions will be available in the Autumn.

Vette from Spectrum Holobyte will offer a competition prize of a driving holiday in sunny California and a red Corvette will be laid on to provide the lucky winner with a maximum pose rating. The game looks certain to raise the required standards for driving sims just as SH's Falcon did in the flight sim market. Vette's outstanding features include sensitive manoeuvrability, U Turns, excellent graphics in terrains and buildings including accurate mapping of San Francisco streets and landmarks, choice of three Corvette's with different performances, and a multiple view perspective of side, front and 'helicopter'. Available 'later this year' for Amiga, ST, IBM PC, and Macintosh.

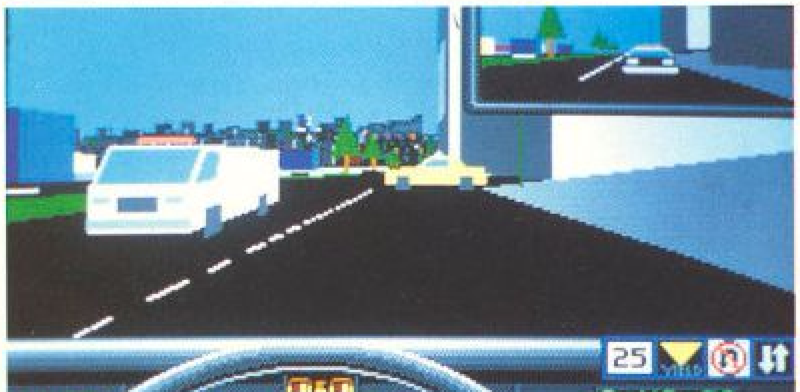
Ex-Infocom Brian Moriarty of Beyond Zork and Wishbringer fame has just finished a new fantasy adventure for Lucasfilm called Loom. The game comes with a 30 minute audio drama on tape . Professionally produced with a cast of "seven actors and CD quality sound" claim Lucasfilm. A classic battle against evil involving a hero called Bobbin and set in the Age of the Great Guilds.The aim of the tape according to Moriarty is to create a vivid back drop for the game without the player having to 'read a novella before they turn on the computer'. Scheduled for release in September for Amiga, ST, and IBM PC. (Lucasfilm games are marketed in the UK by US Gold.)



The Human Cannonball in Fiendish Freddie's Big Top O'Fun



...and now the Knife Throwing.



Tarmac burning in Vette on PC EGA

OI! RECKON YOU'RE A GENIUS?

We've got big plans for ACE, and that includes taking on some new staff. If you've got excellent technical knowledge of microprocessors and computing in general, want to break into journalism, and fancy a generous salary as technical editor of this magazine, then turn to page 130 and find out more...

BATTLESHIPS GO HI-TECH!

Saitek Industries unveiled the latest in their range of computerised Battle Ships computers last month -with Sonar Subhunter and Helicopter Gunships. The games play like the traditional board games with a dividing panel shielding each players counters. To make things more exciting there are several sound and graphical enhancements built into this dividing shield - bringing the games to life with explosions and other sound effects and even including - in the case of Battleships – the sound of your Commanding Officer's voice.

Of course, you can already get your hands on a computerised version of Battleships if you've got an Amiga, courtesy of Elite. Old game ideas never die, it seems, they just get re-released in electronic versions.

NINTENDOMANIA

PERIPHERALS TAKE OFF

With the licences and cartridges recquired to produce games for America's 19 million strong army of Nintendo addicts about as difficult to get hold of as a pint of Tennants Extra in Teheran, many American firms are turning to peripherals for their share of the action.

Last months Consumer Electronics Show in Chicago saw countless joystick manufacturers offering countless different sizes and colours of joystick for Nintendo.

Throwing a right hook at the U-Force. Although initially available for the Nintendo – both the U Force and the Power Glove are expected to be converted for use with the IBM PC and Amiga.

There was a joystick for every possible taste from remote control to multi-fire power. Whatever you fancied there were at least two companies offering it.

More imaginative than the joysticks were things like the Mattel Power Glove, the Broderbund U-Force, and Nintendo's Power Mat.

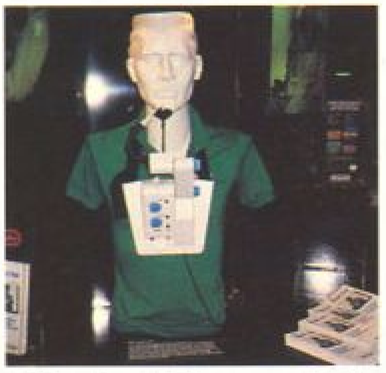
The glove is the most interesting of all. A completely remote control device that enables you to move objects on screen by twisting your wrist, and manipulating your fingers in a fist. Mattell are also developing several games specifically designed to interact with the glove.

Broderbund's U Force is a similar device. Players stand in front of the U Force and simply make movements in front of its black screen. These are interpreted by the U Force as on-screen movements. For example you simply throw punches at it in certain beat 'em up games, or hold your hands up as if gripping a steering wheel for driving games.

The Power Mat is designed to appeal to female players anxious to keep trim. By jumping up and down on numbered circles on the mat moves are reproduced on-screen. The game was demonstrated with an athletics program where the player ran on the spot and then jumped when she came to hurdles. Designed with fitness in mind – an aerobics cartridge is also available for the Power Mat. Although new in the States, this idea has actually been around for some time in Japan, where the average living room can just about squeeze in a power mat and console to keep the family fit.

The worthiest of all of these peripherals is the Nintendo Hands Free Controller – specifically designed to enable people with no control over their hands or arms to play the games. The HFC is worn on the chest and fitted with an adjustable collar strap and a chin activated joystick. The joystick is mounted on a movable arm that can be locked into many positions, and has lighted indicators to show the user which button is being activated. Only a slight movement of the jaw or head is needed to navigate the video game characters.

But amongst all the fun and excitement of these new breed of controllers is one party pooping add-on that most Nintendomaniacs wouldn't want to see in a mile of their machines. Capitalising on the anti-video games fears of some American parents, one company has developed a timer lock for the Nintendo's cartridge port called , nauseously – 'Homework First'.



This hands-free controller brings game action into the realms of possibility for the disabled. Since playing games has already been shown to have a therapeutic effect on patients, this can't become widely available too soon.

Don't mess with this guy, he's sporting a Power Glove.

TOGETHER THEY STAND

News has just reached us of the Society of Software Authors. The SSA as they are better known has been founded to serve programmers, graphics artists, musicians and game designers (collectively 'Authors') in the entertainment software industry. Co-founder Mev Dinc (Yes, that really is his name) told us 'We're a collection of people with similar interests sharing knowledge and protecting our interests as a group. We want to ensure that the relationship between publishers and authors is fair and professional with the Author's interests protected long term.'

So why would an Author want to join the SSA?

'The SSA offers members two direct benefits" added co-founder Jon Dean, "firstly practical advice that will both protect and help members achieve a reliable method of conducting business affairs; secondly representation on industry issues such as reforms of copyright, rates of pay and industry matters such as the creation of a standard contract"

'Some of the best names in the industry have already joined, including Jez San ('Starglider'), John Twiddy ("Last Ninja"), Dokk ('Vendetta'), Rafael Cecco ('Cybernoid'), Jason Perkins ('Thing Bounces Back') and Attention To Detail ('Konix Toolkit').

For more information send a SAE to SSA, 6 Callow Croft, Burbage, Wilts or request details on 0867 35485.

MEGABLASTER

NEW KONIX JOYSTICK

Konix are now offering their Megablaster joystick at under a tenner with microswitches.

Konix Director , Sandra Holloway enthuses "Never before" has such a quality stick been available "at a price as low as this". The Megablaster will be available at the end of July at £8.99.

ACE LETTERS

The democratic Dutch (so damned civilised doncha know?) weigh in this month with an answer not just to high software prices but to piracy as well. Meanwhile , back on the ranch, some trenchant views on multi-player games, and – yipee! – more lovely letters from Gods. Give your views an airing by writing to ACE LETTERS, 34 FARRINGDON LANE, LONDON, EC1R 3AU. There's always a chance you could win the £25 letter of the month award....

THREE CHEERS FOR FTL!

FTL should be applauded for admitting defeat in converting Dungeon Master to the Amiga. They avoided disappointing expectant Amiga owners with a below-average game. These days far too many software houses release hyped-up rubbish just for money. I'm not calling Dungeon Master rubbish but, as mentioned in June's ACE, Dungeon Master would have had to be reduced in 'size and complexity, resulting in a product wholly unacceptable to FTL'.

M. Russell, Southport

U.C.C.P.'s

I have recently played and completed *Double Dragon* on the arcade machine for less than two quid, so what's the point of spending the massive sum of £20.00 for *Double Dragon* on the ST when you would be able to complete it for a tenth of the price on the arcade?

However there always have to be some people who are so useless at computer games. I don't understand them. I can see that a missile has been fired and is coming in my direction and quickly move out of the way. But the U.C.C.P. (Useless Computer Playing People) just stay there and try to work out what that little round blob that's coming in their direction. What is this computing generation coming to?

Peter Wilkinson, Lincoln

What a modest unassuming chap you are. I just hope for your sake that the U.C.C.P.'s you know don't read this letter....

'PROSE OWN GOAL?

Why is it that you have suddenly taken to allowing Microprose to review their own software? Is this serious? I don't want to go on about exactly why you shouldn't let them – it should be obvious! And what a surprise! Microprose gave this 'excellent' game 9 points out of 10. Well, after all, the ST version was 'extremely playable and visually appealing.'

I found the undying praise rather amusing really. How about letting software houses review each other's software? Now that really would be fun.

Alan Lyons
Parbold, Lancashire

I take it that you are referring to the Microprose advertisements set in the style of a review – and at the top of the page it does clearly say advertisement; surely no-one would be innocent enough to believe that these were independent assessments? What you think of them as a potential purchaser is another matter. As for your suggestion, we think it's a pretty good idea, although it might not result in many ACE Rated games...

UNCONDITIONAL SURRENDER

That's it. I give in. Following your article on computer wargames I have decided to throw in my set of rules, dice and figures and opt for wargames on computer. This will not only save the time of setting up hundreds of lead figures but hopefully prevent my mother from standing on them.

I was very impressed by the detail of rules, units and scenarios which could be acted out or designed and the different periods which were catered for.

The only disadvantage is that when I play wargames I like to see my opponent sweat. Can this be incorporated in an Atari ST? Even if it's not, I still want to buy one.

Brian Young
Airdrie

Wargames designers are even now bending their creative spirits to the sweat problem. As soon as they come with a solution, we'll let you know. Until then, simply turn up the central heating (of course, this means that you both sweat, but you can't have everything...)

MULTI-PLAYER CHEAT?

I thought I would put pen to paper to give you my views on the subject of multi-player games. I always did enjoy games where more one than one person could

LIBRARY DISKS

This time a letter from someone NOT complaining about high software prices or saying that the current software industry is no good. Or from someone saying he's a software pirate and that he enjoys being one. This is a letter from someone who found a SOLUTION to this problem. A solution that is better for both the consumer and the software industry.

Of course people want to try out as much software as possible, but few people have a budget that allows this option. So, about a year ago, a 120 watt halogen bulb started lighting up my grey mass and at that time I didn't believe this little idea was going to work out so well. But it did.

The idea was to start a software library with six other Amiga users. We all put our regular software budget into the library and so it started to grow and the assortment got bigger and bigger. Other Amiga users wanted to join our little library club because they saw how great it is to be able to try out far more software than their normal budget allowed them. Each of us (we now have 61 members) pays 12 quid a month and the library now contains more than 900 software packages. It is really great to be able to try out more than 15 pieces of software a month without the bitter taste of the knowledge that in fact you are using STOLEN software (isn't it, pirates?)

But every good system needs rules. One of these rules is that every member has an equal vote in the decision of what software will be purchased. We had some rare cases like Carrier Command of which we bought 5 copies because it's such a hell of a game. Hot software can't be taken for longer than three days from the library, older software for not longer than one week and PD software may be copied. We all have respect for the other users and we take good care of the library software. This is of course an internal library among friends so it is even more legal than paying your tax honestly.

I hope this will help out desperate computer users who want to try out lots of hot stuff without paying a fortune.

Serge Diekstra
Leiden, Holland

PRIZE LETTER

It sounds like a great idea – and it seems to work. As long as you don't actually start charging people to hire games then there seems nothing wrong in what you're doing. I wonder though if we British are as co-operative and democratic as you Dutch...

play at a time, so one day I bought a four-player adaptor for my ST.

The only two games to my knowledge which can utilise the four-player adaptor are *Gauntlet 2* and *Leathernecks*. Four people helping (or killing!) each other was great fun but it tended to get a little crowded when all four were trying to clamour around just one ST!

So I decided to buy a null modem cable to connect a friend's machine to my own (modems are too expensive to run). Fortunately my friend doesn't live too far from me, although this could pose problems for some people having to lug their computer miles.

First we played *Falcon* and what wicked fun it was too! An already brill game was made about five times squillion better as we swooped around blowing each other up. After that was *Powerdrome*, and I must say it is hilariously funny watching the spaceship on front of you attempt to wrestle with the controls, and then plummet into the wall! Finally we played the game of all games, *Populous*. I'll just say that we played this for five hours non-stop.

I think the game is enhanced by the fact that you can argue and swear at your opponent (arguments with computers tend to be a bit one-sided). And believe me, a sidewinder missile up the bum really does make you swear!

So come on all you software houses – more multi-player games! And a better method of connecting two machines together. Radio waves perhaps?

Dales Wilks
Cambridge

The idea of being able to link machines together seems attractive at first, but once the practicality of the situation is given a little more thought it becomes clear that options like the 4-player joystick adaptor are far more likely to succeed. There is little doubt that the multi-player game will become more common as time goes by. For the manufacturers of arcade hardware the more people using a machine at one one time the more money it can take in. Faithful coin-op conversions will have to allow multiple players – witness *Gauntlet 2*.

Software companies can, potentially, gain extra sales from games which can be run on connected machines, each requiring its own copy. But if you consider the prohibitive cost of using modems and the amount of effort required to get two or more machines in the same place (unplugging peripherals, transport, power outlets, getting it all back together afterwards) those extra sales will be few and far between. Perhaps this is an area where small, lightweight games consoles will score in the future.

Certainly as the years roll on and the true potential of the 16/32 bit machines is realised by more and more software producers, the players will have to be offered something more than reworked shoot-em-ups/beat-em-ups/platform games that form the bulk of the current output. It doesn't matter how good a game looks or sounds if the playability sucks. *Starglider 2*, for example, is a wonderful demo for the Amiga and Jez San and team are very talented, but at the end of the day it is seriously lacking in playability. Games that play WELL (*Virus/Zarch*, *Speedball*) are still in the small minority.

The entertainment value of games which allow more (ideally four, I think) players to participate simultaneously is naturally higher and improved co-operation and teamwork between them goes a long way to overcoming that point in the game beyond which it seems to be impossible to progress. *Blood Money* seems to illustrate this (at last Psygnosis – a game!)

Producing a game that is 'just difficult enough' seems to be a great problem for the manufacturers. It is the norm that the game is too difficult for most people who buy it; they can only get a fraction of the way into it and then have to rely on a cheat mode to see the rest of it. I use the word 'see' rather than 'play' because that is, in effect, what they are doing. Once a cheat mode has been used on a game it becomes unplayable thereafter. What does the purchasers do then? He/she goes out and and buys another game as soon as he/she can afford it.

We sit and complain about the price of games, but the games companies make their money by the amount of games we buy. What better way of ensuring that we come back for more than by making games too hard, then letting the 'cheat' be known when it's time for us to go out and buy their latest release? And it saves development time if they don't have to worry about the game being playable beyond a certain level.

If you could gradually progress right to the very end of a game without a cheat then, in the long run, you would buy fewer games, spend less money and get more enjoyment out of your machine. We would end up less frustrated and walk away with a much greater sense of achievement – something very important younger gamer's personal development.

The 'cheat' is aptly named – it is we who are being cheated.

Mike Welch,
Basildon

You cover so much more than mere multi-player games that it's difficult to know where to start a reply. But it seems that your most contentious point is that software houses deliberately make their games unplayable in order, according to you, to make us buy more of them. Frankly, I can't see the logic in this point of view. If I buy buy Game X and I find it's unplayably difficult I don't think I'm going to go out and buy their next offering from the same company; I'm much more likely to write them off as a bad bunch and buy my games from somebody else.

And are you convinced that most people find most games too hard? Judging by the amount of tips and solutions we get here at ACE there's a huge number of people who don't have too much trouble...

A GOD SPEAKS OUT

Recently you asked for letters from us gods so I decided to reply to let you know about things in this neck of the proverbial woods. (Sorry for any cases of bad spelling but my usual minor slave is on holiday and I've had to borrow Phnort the god of IBM's typewriter slave.)

I thought I'd better let you know that David Greer (he never had much taste in names) has recently been stripped of his position as supreme leader of P.O.P.U.L.O.U.S. and the society have put him on trial for un-godlike behaviour.

By the way, if there are any other minor deities out there who fancy a pen-pal, then give me a try. I like messing with undisturbed volcanoes, causing mass hysteria in quiet suburban areas, creating life on barren planets and playing games on my CPC 464. If you share similar interests then drop me a line at the printed address.

Gnorth,
God of Parking Meters,
No1 Nether Realm,
Milton Keynes

Well, they're really crawling out of the woodwork now. Who would have thought that so many godlings were out there reading ACE? Let's hear from some more of you – we mortals need a laugh.

NEXT MONTH....

ACE's Second Anniversary issue on sale August 3rd

- We take the wraps of the first ever CDI machines to come off the production lines
- We take the lid off 100 years of arcade gaming – find out just what it was the Butler saw
- We bring you the low down on creating Real 3D Software Worlds – from the programmers of Archipelagos

Plus Screen Test, Graphics, Music, News, Competitions...

ANNOUNCEMENTS SHOCKS, HORRORS AND FLOPS.

You've seen **Vindicators** and **Xybots** so far from Tengen and following on from there is **Dragon Spirit**. A vertically-scrolling blast in which you play a dragon. The first home conversion was seen at the start of the year on the PC Engine which was verging on the fantastic. Amiga, ST and PC versions are planned around September.

*Did you enjoy **Platoon?** Clap hands then for Ocean who have latched on to the Cinemaware bandwagon with an interactive movie style game called The Lost Patrol. More details next month.*

Though quiet for the last few months, **Jez San and the Argonauts** (of Starglider fame) have been busy calculating all sorts of vectors and digital computations to bring you **Hawk.** Not only is it an impressive flight sim but it features some of the 'most complex patchwork vectors' ever to be seen on the Amiga and ST. Ah..but what's the gameplay like then, eh? Find out in Screen Test 'real soon now'...

*Remember the exclusive news we brought you on the **Sam Coupe super computer?** well we now have a 'nearly official' release date: September! It's gonna be cheap so keep an eye on Dixon's shelves.*

Elite and Microprose have defiantly decided to pull out of the **PC Show.** Will there be any more? Who can tell. When you consider the setting up and hire of a stand won't leave much change out of a hundred grand! Perhaps Activision's success last year at the Inn on the Park gave a few people ideas. 'It was very successful for us...' say Activision, who have yet to decide what they'll be doing this year. Who knows? Rumours abound of a new show starting up to provide games-only coverage and rival the PC Show. We'll keep you informed...

*Software giants **Psygnosis** have decided to branch out into the US console market by linking themselves with publishers First Star. Their first releases with be 16 bit console versions of Barbarian, Obliterator and a whole host more of their favourite release. Psygnosis have obviously got greedy eyes on the **Nintendo market,** which they can now reach through their American partners.*

The Starsky and Hutch duo of David and Richard Darling have parted company. with their front man Bruce Everiss. Brucie was the man who went on record as saying that the Imagine Megagames really WOULD be mega, honestly, and that they'd be released 'real soon now'. He's now producing definitive sales posters for Miles Gordon Technology which really put the emphasis on hardware, as you can see:

*Talk about **shock horror** stories: editor Steve Cooke's cousin was recently reported in The Directory! magazine as having suffered a serious set back while working in front of his monitor. After a particularly long session at the VDU – 17 hours to be precise – he discovered that his contact lenses had **fused themselves to his eyeballs.** They had to be surgically removed. A good opportunity for loading up Life and Death (see page 9), we reckon.*

Face it, if it features Harrison or **Michael J. Fox** it sells. What with a huge amount of sequels and first run comic characters all hitting the can this year it looks as if the software scene will be cashing in. We've already had **Batman** and **Ghostbusters II** and that's only the start. Back To The Future II looks set to be a blockbuster, as does Spiderman, Watchmen, Dick Tracy, Sgt Rock even Robocop II which is being directed by Frank Miller of Dark Knight. All multi-million pound films, all virtually guaranteed licences. And all films whitch sould be around before June 1990. ACE has gone on record to protest against license-mania, but we have to admit that the quality of licensed software seems to be improving. Wonder when we'll see the film of the game?

STOS SAMPLES FOR FREE

The powerful Porsche 911 Turbo was just one of a host of powerful machines that had a microphone stuck up its exhaust by Mandarin Software in their quest to produce 'the world's largest library of sampled sounds'.

Other mean machines sampled were a Suzuki 750 Isle of Man TT racing bike and a pneumatic drill.

All of the sound effects are available free to games designers and computer sound and music enthusiasts. You must first own the STOS Maestro games design utility. STOS owners are invited to send a disk and stamped addressed envelope to Mandarin to receive their STOS Maestro Sound Library.

PORSCHE
STUTTGART
JON

MUSEUM OF COMPUTER GAMES

Seems like computer games have become part of history already. The Bethnal Green Museum of Childhood is seeking help from the computer games industry to mount a permanent software and hardware 'hands-on' display.

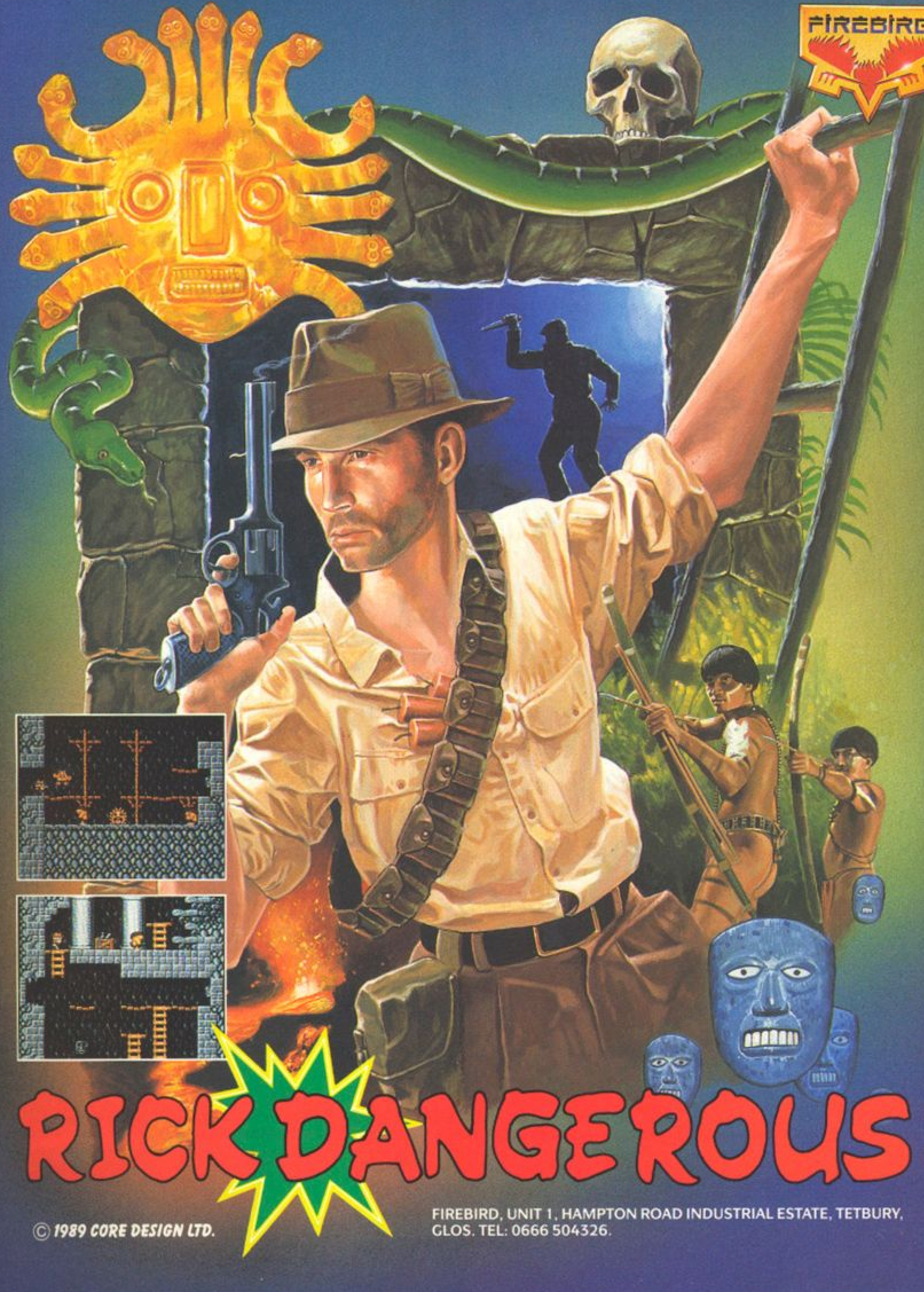
ACE is delighted to help and has some suggestions for exhibits: An authentic packaged copy of The Great Space Race; a llama; Major Wild Bill Stealey's flying license; a set of nappies as used by the Darling Brothers; the Darling Brothers; a life-size wax model of Magnetic Scrolls' Anita Sinclair; an unpirated version of Star Trek; a playable version of Federation of Free Traders; Mark Cale's Reliant Robin (the one he had before the Ferraris); a boxed set of BreakOut clones; and, of course, a complete set of ACE from issue one onwards.

Peter Kinsey , the Museum's Education Officer commented "The Museum has wanted to run a display regarding the age of the computer for some time, but space has not allowed until now – a space of 400 sq ft has been allocated for a five week period through the coming Summer holidays.

In case our suggestions don't go down too well, the Museum would also like to hear from software and hardware manufacturers. They can be contacted through Mal Thomas on 0302 321134.

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £9.95, £14.95; COMMODORE 64, CASSETTE AND DISK PRICE £9.95, £12.95; ATARI ST, COMMODORE AMIGA AND IBM PRICE £24.95.



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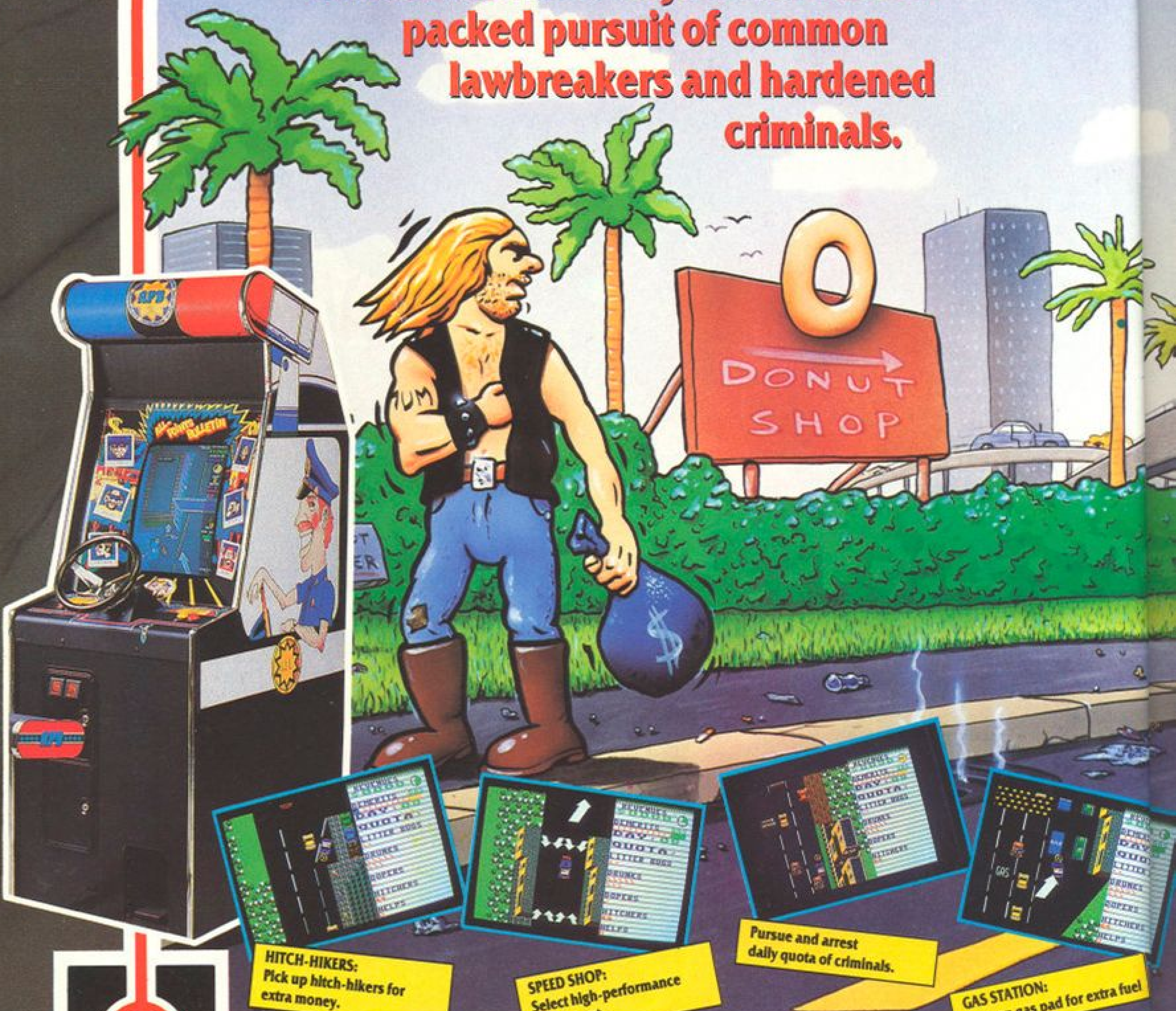


HITCH-HIKERS: Pick up hitch-hikers for extra money.

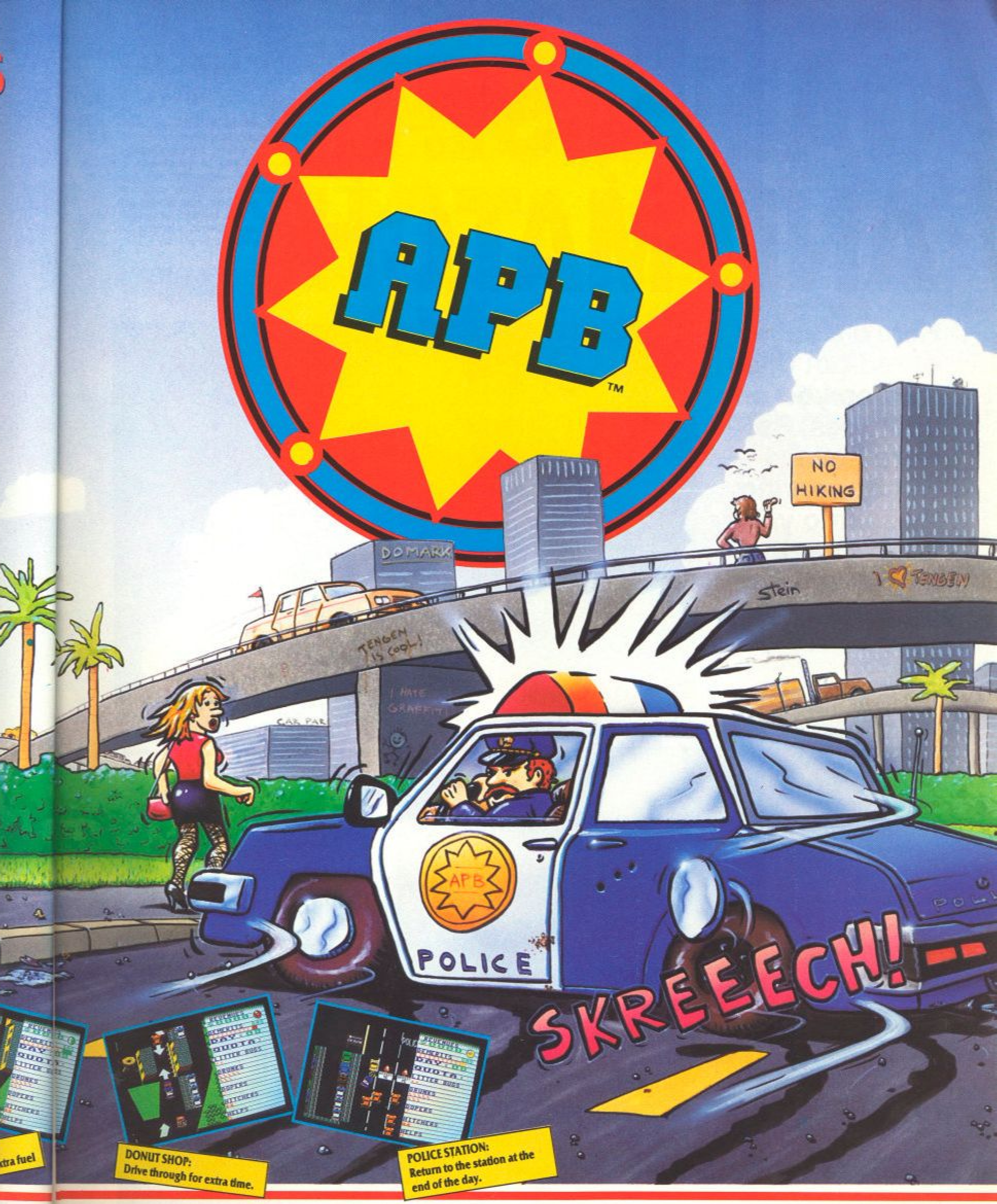
SPEED SHOP: Select high-performance equipment.

Pursue and arrest daily quota of criminals.

GAS STATION: Stop on gas pad for extra fuel

TENGEN

The New Name in Coin-Op Conversions.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Drive through for extra time.
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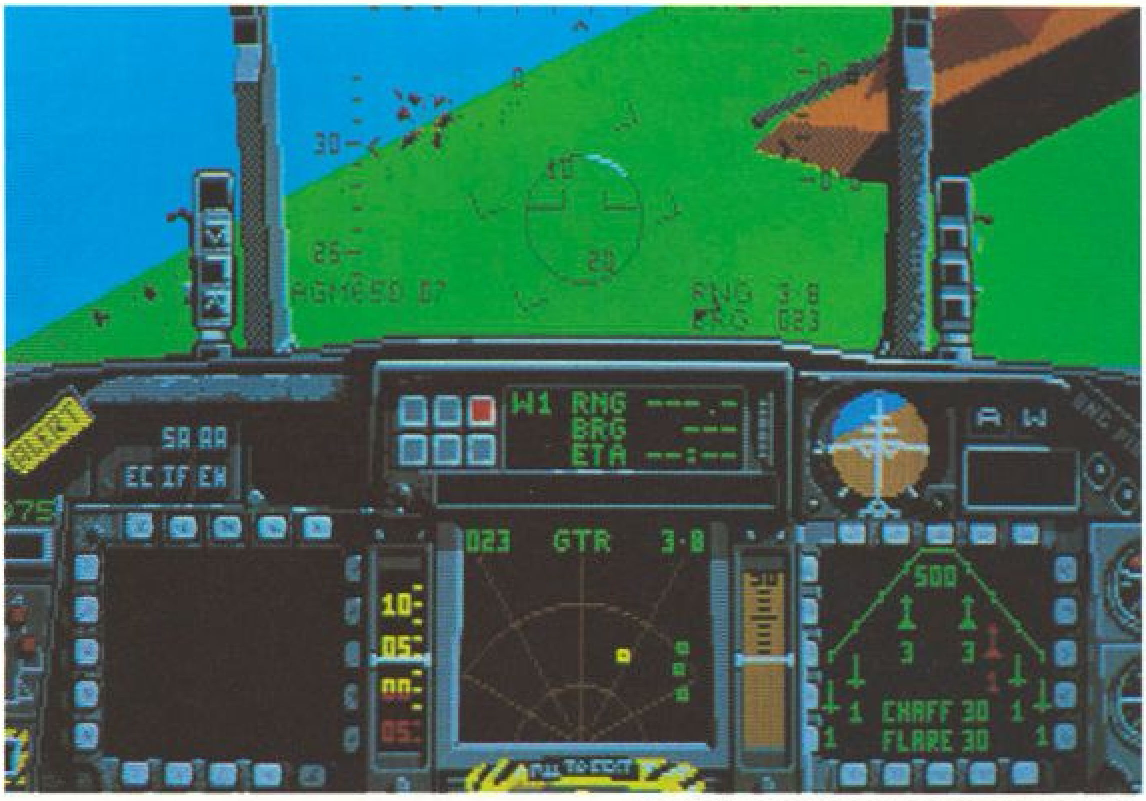
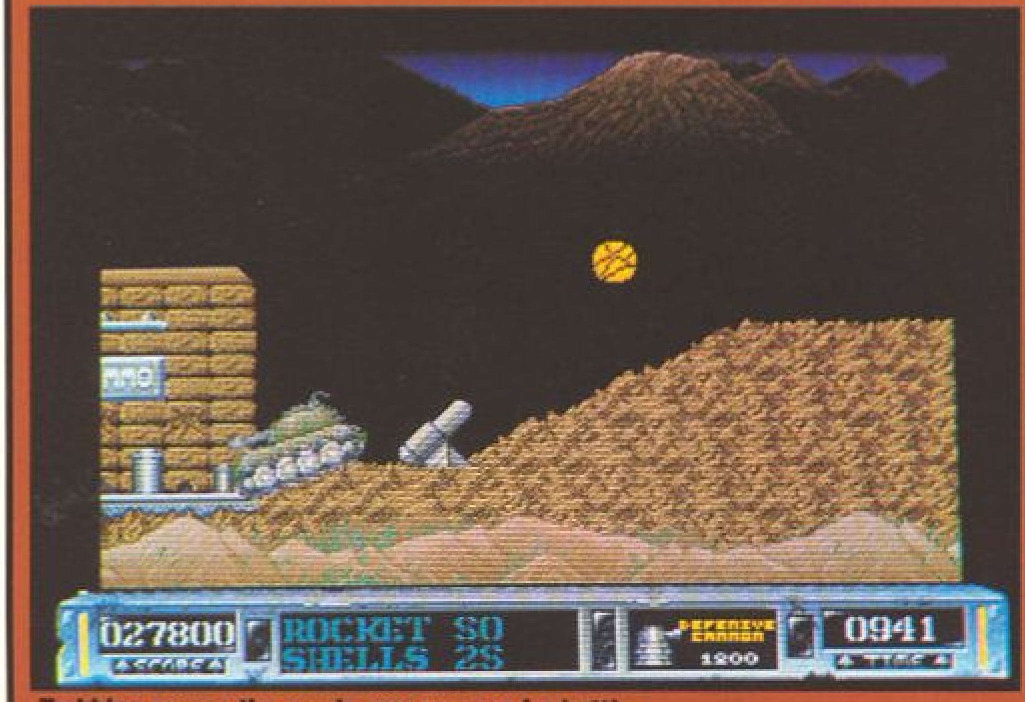
GAME, SET, AND MATCH!

Here's a volley of red-hot titles to keep you on your toes. Software houses will be serving these into your court over the next couple of months...



Tanks for the memory as you prepare to blast another bunch of godless commies.

BATTLE VALLEY Hewson



Trekking across the sands, you prepare for battle.

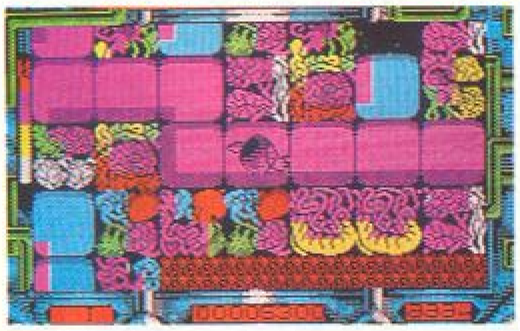
If it's not Doc Doom it's another bunch of international terrorists threatening the free world with its own warheads. This bunch have hi-jacked the last two medium range missiles left after arms treaties. That's why the US military has called you in. As a top mercenary you've got to reach the terrorist's desert base in Battle Valley. A tough-going blaster for the Amiga by Creative Thought.

F16 COMBAT PILOT
DIGITAL INTEGRATION

This long-awaited simulator from veteran micro pilots DI will face stiff competition as it's not the only F-16 on the block. But DI claims to be more complete than the rest, with pre-flight briefing and crewroom and hangar screens before you enter the cockpit. Equipment fetishists will get off on the LANTIRN target recognition and AMRAAM missiles, with their 30 mile plus range. But if you find the controls on a Hoover complex, there's a 'quickstart' facility. A variety of missions are provided, or you can connect two computers and and actually dogfight.

MAZEMANIA
Hewson

This could just be another one of those Hewson classics! Games with a simple sounding plot which won't let you go are a speciality of the Abingdon auteurs, so try this for size... Flippo travels through a maze of Tubular Bells turning tiles as he goes but dodging the aliens. With icons to collect and black holes to avoid it sounds promising. Available for the range of 8 and 16-bit machines.

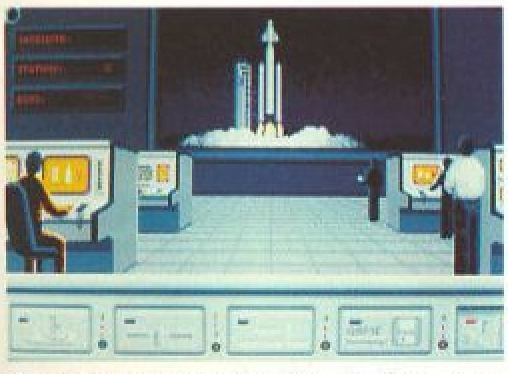


Hewson's maniacs.on the Spectrum

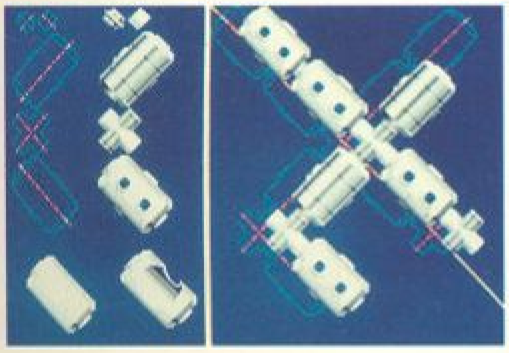
EUROPEAN SPACE SHUTTLE
Coktel Vision

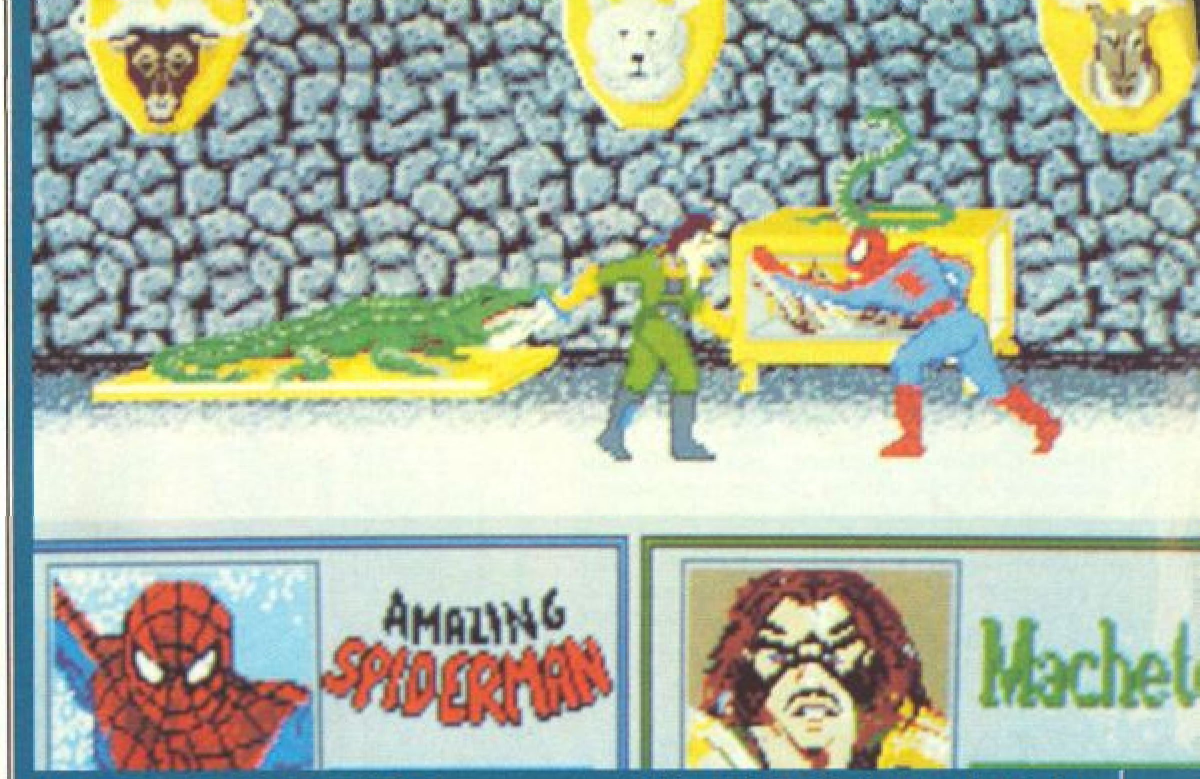
The EEC scrapes together enough cash to launch its own space shuttle in this French-originated simulation which bravely goes where no European has gone before. By the time you've chosen a mission, worked out the flight plan, mastered the launch and manouevered as you circle the earth, you may feel like enrolling as an astronaut for a bit of peace and quiet. But first you have to negotiate re-entry and landing. With its 3D graphics, this will be available for Amiga, ST and PC. Roland Oskian from Coktel used to work on the Space Shuttle program himself – which may explain the co-operation the company received in planning the game.

A rather sparsely populated mission control as you take off.



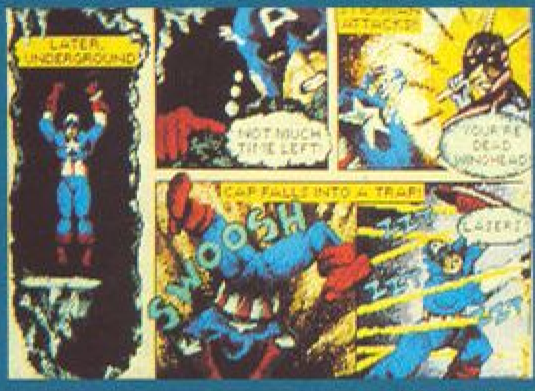
Consulting plans for the station, you hope you didn't forget anything!





Spidey tackles Machete on the Amiga.

DR DOOMS REVENGE
Medalist International



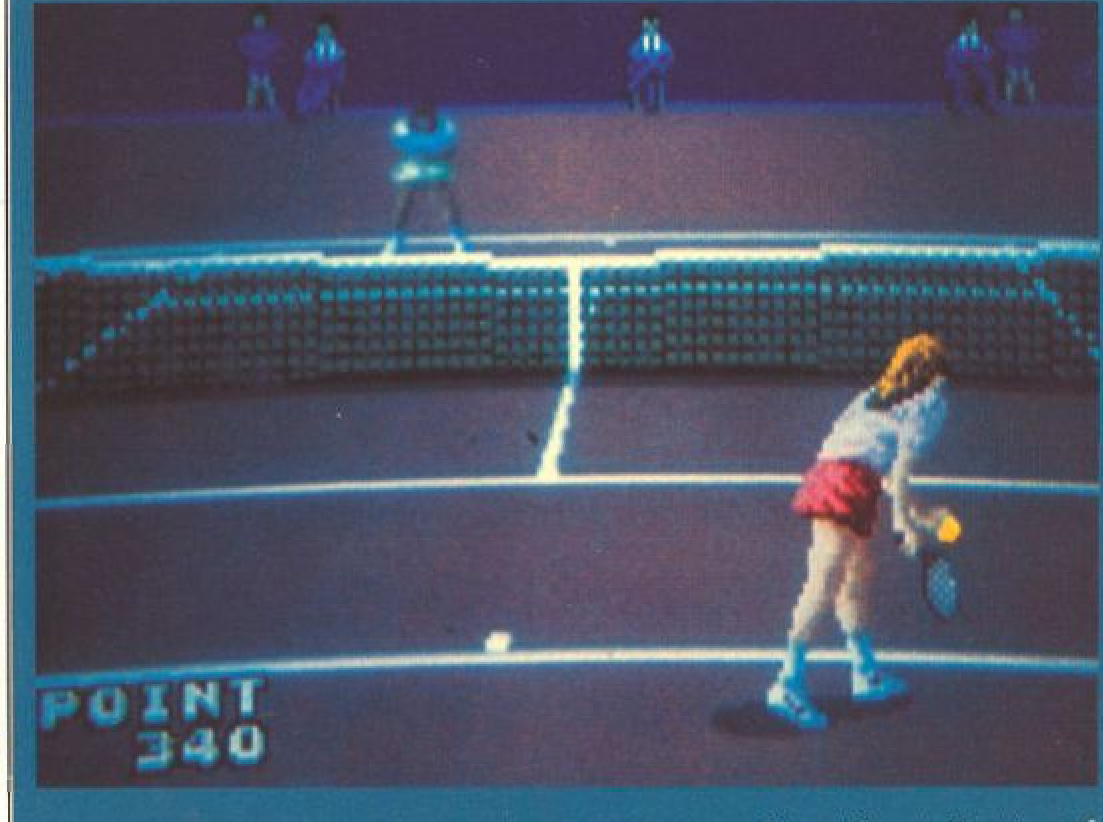
PC version

The teaming of Marvel superheroes Spiderman and Captain America marks the debut release from Microprose's new label, which will showcase software developed by other companies. Step into the spotlight Paragon Software, who won the rights to Web Slinger and Cap. They've pitched them against light fingered megalomaniac Dr Doom, who's half-inched an American nuclear missile and is using it to blackmail New York. A sneak preview at CES last January revealed stunning animation in the many fight sequences as the good guys infiltrate Doom's fortress, plus comic book-style pages to advance the plot. The package even features a specially drawn comic. "Nuff said?

PASSING SHOT IMAGE WORKS

Anyone for tennis? Cap'n Bob's boys and girls don their whites for what they boast is 'the ultimate tennis sensation', licensed from Sega. The game goes for the Grand Slam with simulated doubles and singles championships on grass and hard surfaces. Perspective shifts to keep you in touch with the action and slice, lobs and spins are available. Blasteroids convertors Teque are in charge of taking tennis out of the arcades and into you living room where it belongs.

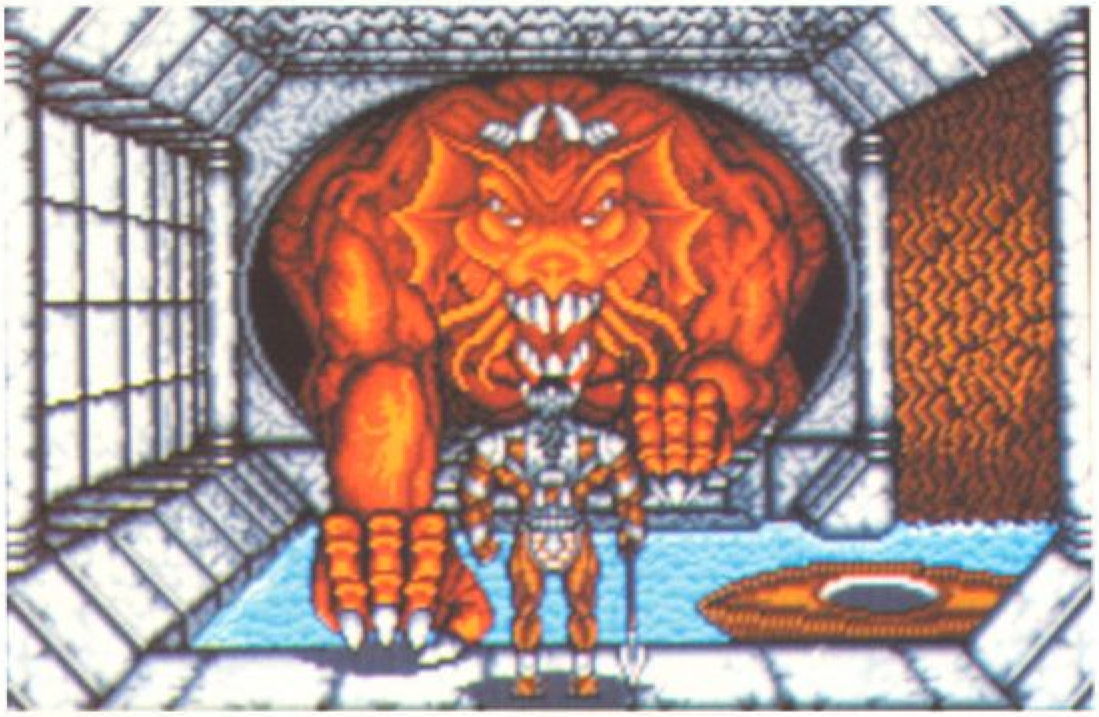
Preparing to serve on the coin-op prior to the overhead view.



CASTLE WARRIOR

Palace

Delphine did it first with Bio Challenge and now the Paris based team is inviting you to become a Castle Warrior. Evil wizard Zandor has poisoned Edelred the Good, King of Pacifica, and as his son you're a mite miffed so you set out to seek an antidote from your foe. It's arcade action all the way as you cross subterranean caverns, navigate an underground river, avoiding rocks, and battle a variety of monsters. Look for this on the Amiga and ST.

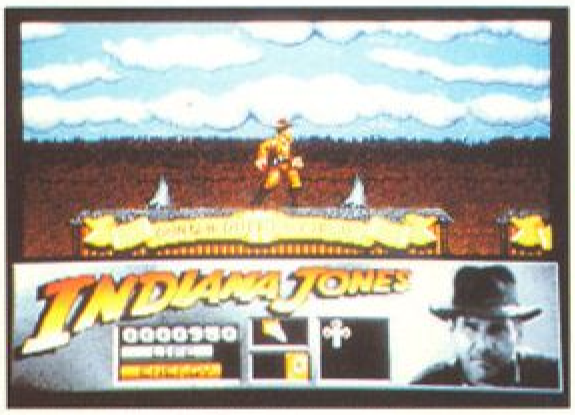


The red dragon emerges to face your spears.

WAYNE GRETZKY HOCKEY

Bethesda Softworks/Active Distribution

While ice hockey may leave most Brits cold, to the Americans Wayne Gretzky is a household, albeit somewhat unpronounceable, name. This hard playing simulation won the SPA's 'Oscar' for Best Sports Simulation and offers physical modelling and player reactions calculated in real time for extra accuracy. Get your skates on and chill out with Wayne.



As the circus train races on, young Indy runs for his life along the wagons.

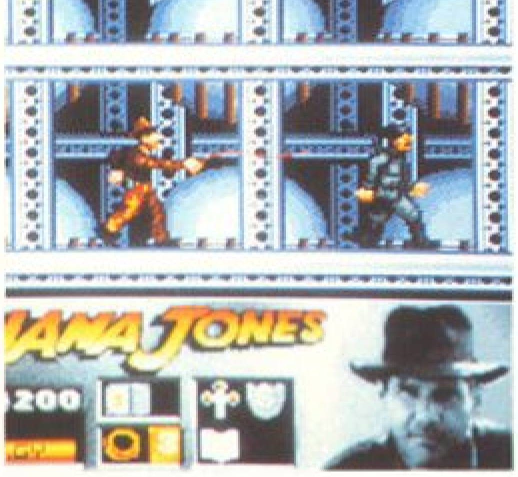
INDIANA JONES AND THE LAST CRUSADE

U S Gold

Indiana Jones is about to leap back into action on the computer screen as US Gold launch their latest game based on the adventures of Hollywood's favourite hero. The game takes its name from the title of the film, in support of which two different games will be released - an arcade adventure from Lucasfilm in America and an action game that USG will develop themselves in the UK. Details are scant about both games but the Lucasfilm title is believed to feature much platform leaping, rope climbing and cracking of whips.

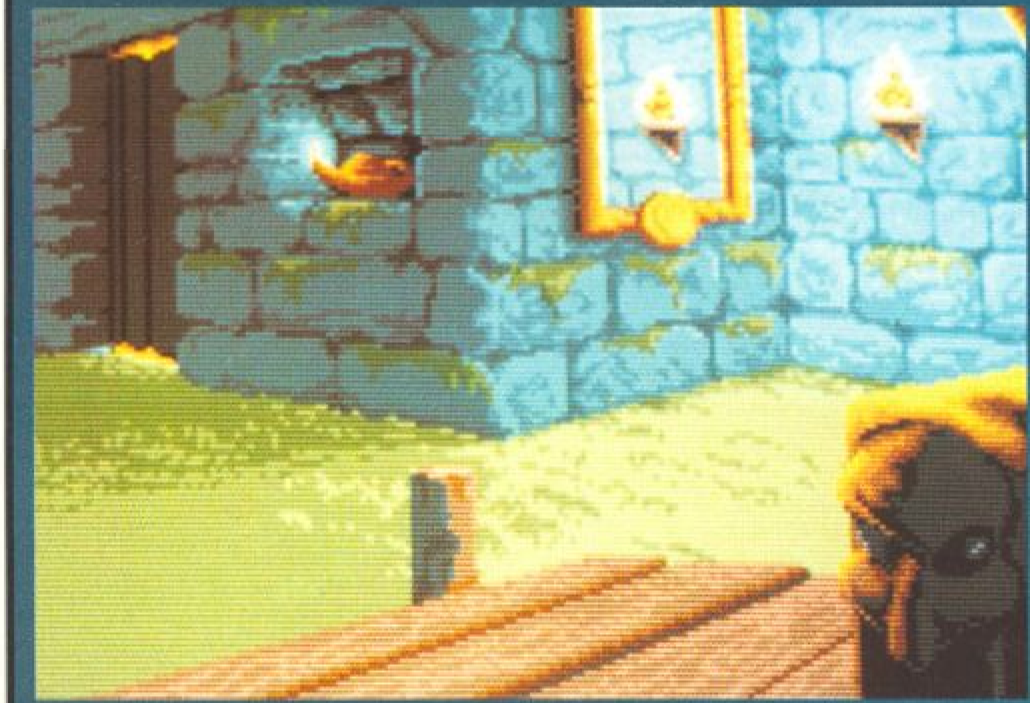
US Gold are not going to have all the Summer film tie-in action to themselves as Domark pitch in with the conversion of the latest Bond movie. The race is on to get the first film blockbuster on the streets. Both games will be covered in the next couple of issues of Screen Test.

Harrison Ford's digitised mug shot – does he get a royalty for this, we wonder.

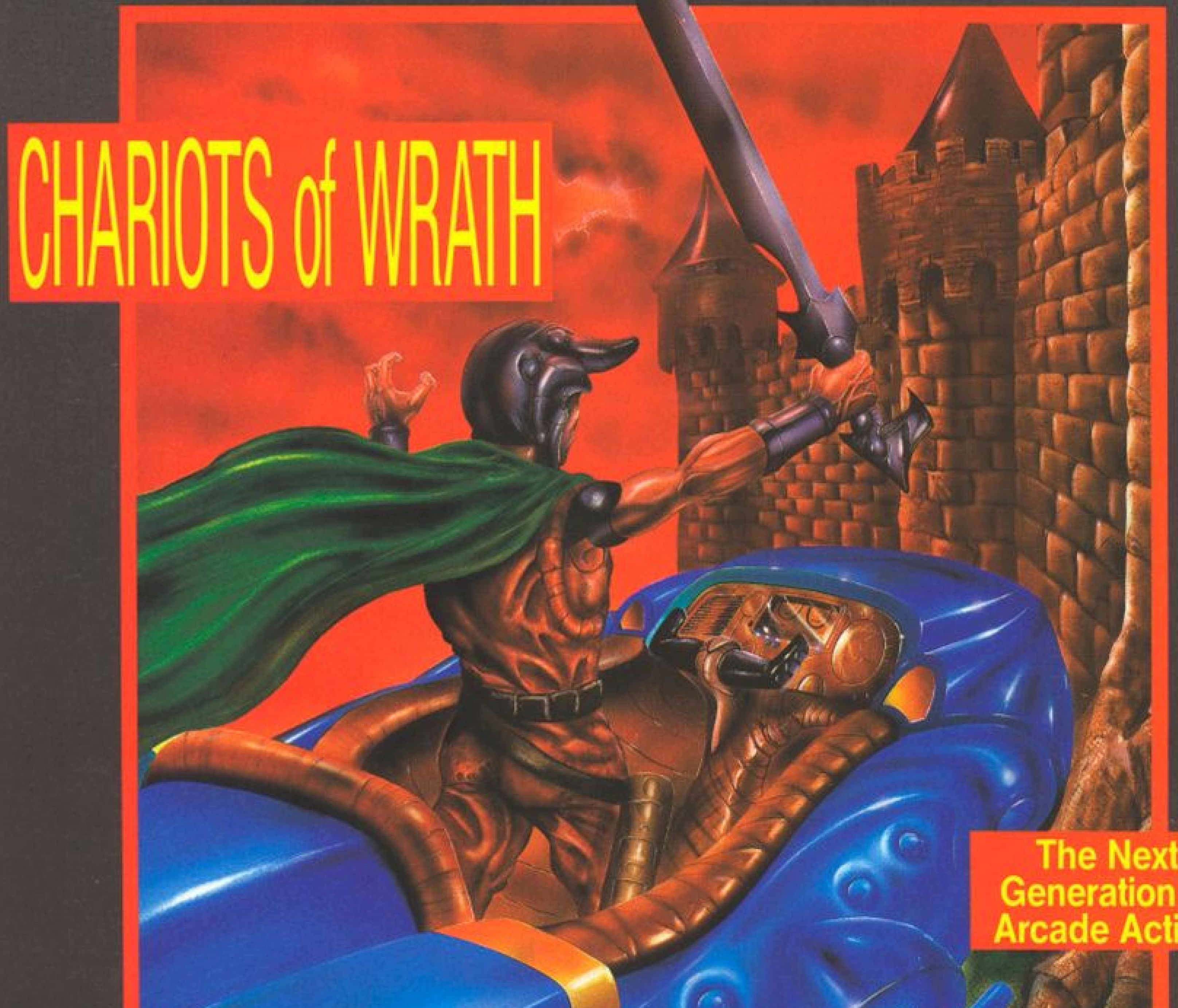


THE LEGEND OF DJEL

Coktel Vision



We've not seen this in action, but going off Joseph Kluytmans' graphics it's going to look impressive at least. The wizard Djel must end the famine that plagues his kingdom by using his magic powers to create potions as he battles sorcerors in thirty atmospheric scenes. To see if the content matches the style, keep reading ACE.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i
IMPRESSIONS

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GET YOUR TEETH INTO DRAGONS' BREED, FROM THE R-TYPE TEAM

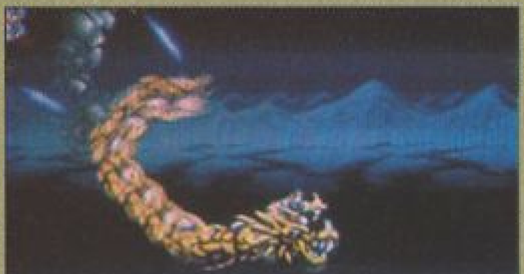
DRAGONS BREED

Dragons Breed is the the latest from Irem by the same team that coded R-Type. The word is that Irem were so pleased with the world success of the classic shoot 'em up that they gave the team carte-blanche to design a game entirely to their own taste in Dragons Breed. The results are nothing short of stunning. A new standard for the scrolling coin-op shoot 'em up

The storyline is fairly superfluous as tends to be the case with shoot 'em ups but just for the record - the spirit of the dragons has been trapped and it is down to you to free them. The game starts as you liberate one of the dragons by shooting him out of his cave-like prison. You climb on to his neck and fly into to the skies to liberate the rest of the dragons.

Apart from the quality of the graphics,speed and smoothness of animation Dragons Breed is also a first as it introduces a concept of being able to control a remote character. As you ride your dragon through the beautiful back drops and dodge the flak from the aliens you can also dismount your dragon. It is possible to place him in a certain position where he will spit fire at the enemy protecting you. By pulling down on the joystick you can then summon him back again. Hop onto his neck and fly on.

The original R-Type did have a probe that you could send out to battle with the aliens but the degree of remote control you have over the dragon in Dragons Breed makes it unique. No other game has had a feature like this before.

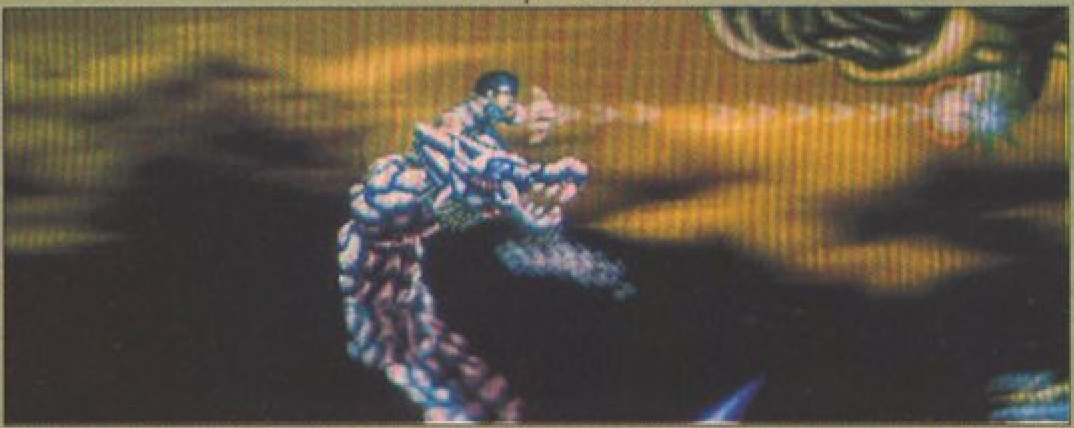


Laser cross bow at the ready as the dragon liberator launches into Stage I.

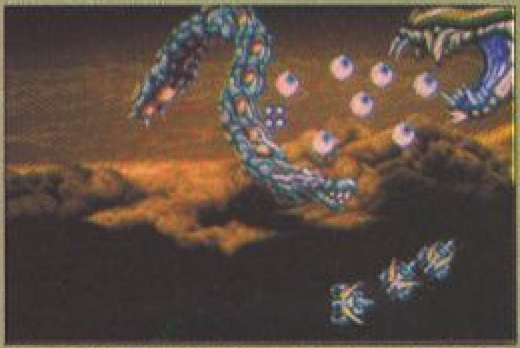
Using the dragons body is the key to success in the game. Your hero is armed with progressively more powerful fire power – boosted in the traditional way by picking up the power pods. But you cannot rely on fire power alone to get you through the levels. You need to learn to coil the dragons tail around your warrior to protect you and then flick it out be steering the dragon forward to take out a brace of aliens in one deadly sweep of his tail.

Irem

There are some obvious simularites to R-Type. Particularly in the shape and look of some of the end of level aliens and the back drops in some of the later levels also have a very familiar look about them. But what has been inspired by R-Type has been greatly improved upon in Dragons Breed. For example the dragon's fiery breath is like the long streak of blue flame that the R9 could shoot at the aliens. This time though you have far more control over it and it grows steadily as you collect power ups.



Looks familiar? This vast hulk at the end of Level 3 bears an unmistakeable resemblance to the metallic monster in R-Type.



Using the dragon in remote mode after dismounting. Note how its twisting tail is being used to destroy the aliens.

As the sequel to R-Type it seems certain that their will be a queue of software houses after the home rights. It should convert well too – if some of the better home versions of R-Type (Amiga, PC Engine, and Spectrum) are anything to go by.

I would rate Dragons Breed at about 80% better than R-Type. If you like shooting things this game is definitely worth a trip to the arcades for a blast.

1P-0128300
STAGE 2
HI-0388000
2:12

Shoot out the eyes of the monster at the end of Stage II to progress to the next level.

EXTENDED PLAY

ACE gossip from the coin-op closet...

WILLOW

George Lucas' 'blockbuster' has debuted as a coin-op game and is, according to ACE's arcade spies, a lot more fun than the film. Collect the coins by killing the nasties and visit the shops to buy magic items. Featuring several superbly animated sequences inspired by the film.

CREDIT CARDS

These may soon replace sagging pockets full of 10 P's in certain leading West End arcades by the end of next year. The idea is that you will by a card for £1, £2, or £3 and simply insert into the machine of your choice, type in the number of goes you want on that particular machine, your card is debited accordingly and off you blast..

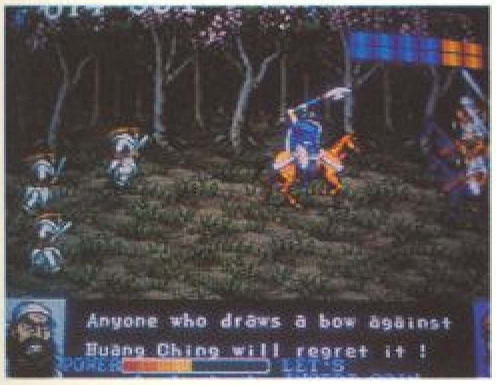
SEGA

...are sending a buzz around the coin-op business once again with a few selected previews of a new racing game called Monaco GP. A grand prix style racing game based closely on the actual racing track. The privileged few dealers that have seen it are making claims about it being bigger than OutRun. It will come as a sit down with a moving seat and also as a stand up for smaller arcades and pubs. More next month.

DEATH TO THE SERFS

Capcom's latest is a Japanese feudal warfare simulation. Described by Electrocoin's kevin Williams as a 'slash 'em up' due to the sword fighting eleemnts. The game also features some excellent graphics of mounted Samurai warriors. It's called Dynasty Wars – watch out for it.

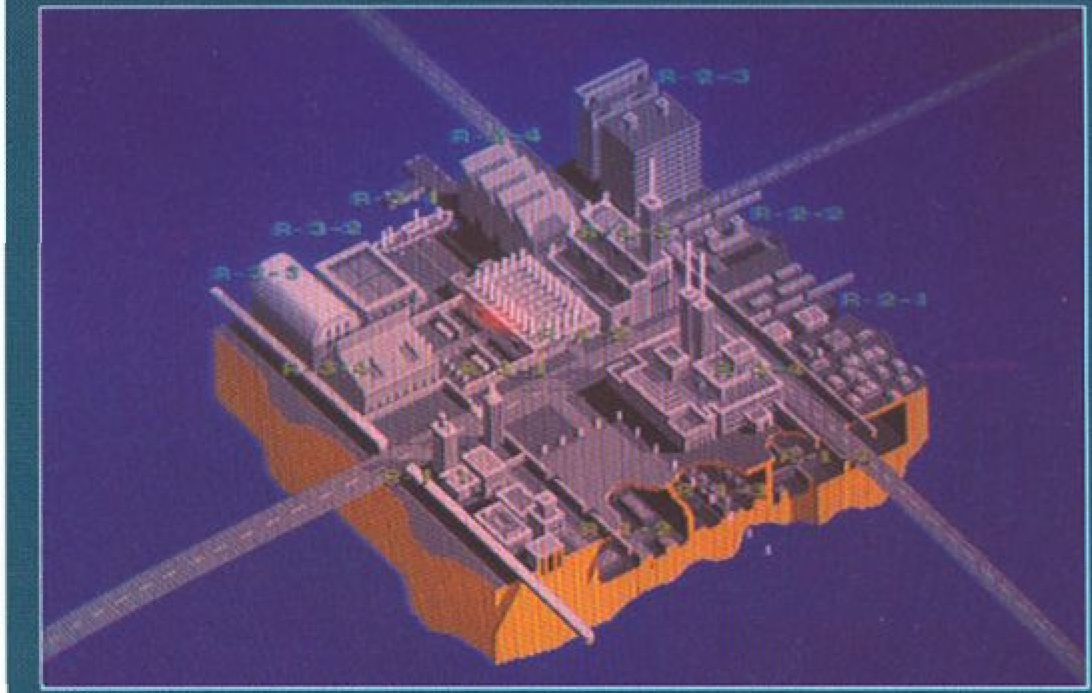
Capcom's Dynasty Wars



Anyone who draws a bow against Huang Ching will regret it !

WHERE ARE THEY NOW?

What happened to the East Midlands Leisure Atari coin-op? This ST-based console was to have revolutionised the coin-op business – enabling new games to be distributed on disk. ACE's pack of Rothweiller -like news hounds are on the case – but we fear the worst. Find out next month...and while we're about it, what about the new Microprose coin-op? Shurely this should have been out by now? Watch this space....



The map of the city. Shows you your rate of progress - OutRun-style at the end of each game.

CRACKDOWN

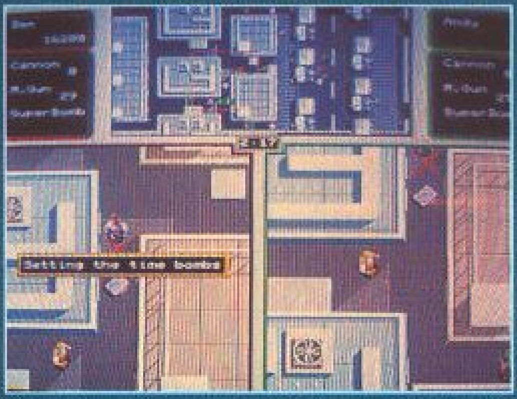
An all new Gauntlet clone? Not the sort of thing you expect to see anymore. Still a new Sega title has to be worth a go – should you reach for your loose change and insert 30p into Crackdown?

Sega

You play the part of an FBI agent (Or agents, should you and a friend fancy a two player challenge) who are out to stop the proverbial mad professor from destroying the world. For some inexplicable reason these tough, cool Fed's have the rather weedy names of Ben and Andy. Doesn't exactly conjure up images of Eliot Ness and the Untouchables.

The game has several levels. Your mission is to set three bombs on each one and then quickly locate the nearest exit before the whole thing explodes in your face – literally. Each level is a maze of tunnels and passageways which make manoeuvrability pretty tricky when there are two of you playing, as often only one person can walk through the passageway at a time.

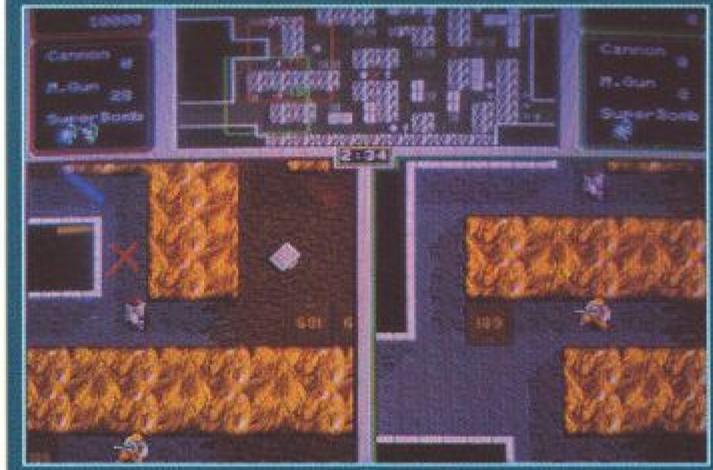
This would all be exceptionally easy and boring were there not hundreds of enemy guards appearing out of little holes in the floor and then attempting to blow your rocks off. As the levels progress, more and more men come at the dynamic duo, with increasingly heavier fire power, while you can increase your own armoury by walking in to one of the many weapon chests on each level.



Time bombs, smart bombs, and hidden chests of weaponry are all there to be discovered by our two fearless Fed s.

The game does look and play much like Gauntlet, but is not as fast and furious – you only have four short lives, as opposed to the 'energy' system used in Gauntlet. Graphics are small but well presented and attractive, and as you progress there are some excellent backdrops. But for all Crackdown's stylish Sega presentation it is still rather lacking in the game play department, with not quite enough depth for the demanding player.

Crack Down - Gauntletesque and lacking in depth despite superb Sega-style presentation.



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ACTIVISION

COMPETITION

ACE AND ACORN GIVE YOU THE CHANCE OF WINNING THE FABULOUS ALL-SINGING ALL-DANCING ARCHIMEDES-COMPATIBLE A3000 - WITH COLOUR MONITOR

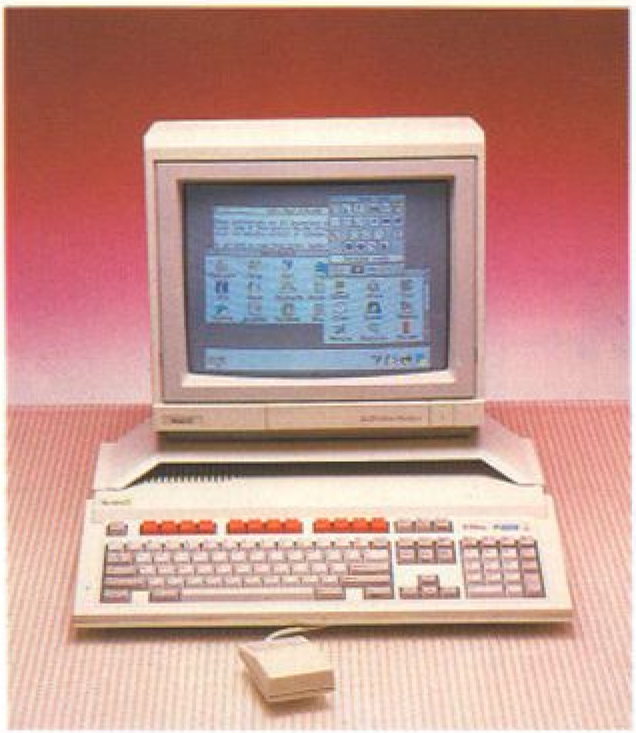
Yes, courtesy of Acorn we've got an amazing new A3000 computer, with RGB high-resolution colour monitor, to award to the winner of this month's ACE competition.

The A3000 is the latest model in the Archimedes line, and is fully compatible with all models in the range of most powerful microcomputers you're likely to see for quite some time. Just take a look at the mind-boggling spec:

- 32-bit RISC chip set
- 4,000,000 instructions per second
- RISC OS graphics interface – one of the best windowing systems you can get
- Multi-tasking
- 3.5 inch floppy drive: hard disk expansion
- A megabyte of fast-access RAM – expandable to 2Mb
- Operating System immediately available from 0.5Mb of ROM
- Fully-compatible with Archimedes 300 and 400
- Software emulation of MS-DOS and BBC128/Master
- Small footprint
- Up to 640 x 512 screen resolution with 256 on-screen colours from a palette of 4096
- Built-in stereo sound and MIDI interface

As well as this stunning spec, the A3000 will run some of the most amazing software you've ever seen. Like *Zarch* – still ACE's highest-rated games at 979: *Conqueror* – the tank game to end them all: *Artisan* – the stunning graphics package: and a host of business and productivity software including word processors, spreadsheets and DTP packages.

CUT OUT THE FORM AND SEND IT TO ACE A3000 COMP, 30-32 FARRINGDON LANE, LONDON EC1R 3AU



Win The Great New Acorn A3000!

Once it was just a dream: now it's a reality. The new Acorn A3000 is a fully Archimedes-compatible 32-bit computer that will bring RISC technology to the masses. And in conjunction with Acorn we're delighted to give you the chance to get your hands on one without paying more than the price of a postage stamp. Simply exercise your judgement by filling in our A3000 Features checklist below, and then tell us why you want to own an A3000. If you make the right decisions you could find yourself owning a true status symbol among microcomputers.

A3000 TOP TEN

Number these features of the A3000 from 1 to 10 in order of importance. If you think "BBC and MS-DOS emulation" is the most important feature then write the number 1 in the box beside it, and so on.

THE FEATURES

1 Megabyte of RAM as standard ......
Large colour palette ......
Stereo sound and MIDI interface ......
Archimedes compatible ......
Multi-tasking graphical interface ......
32-bit Risc chips set ......
Small footprint ......
Operating System in ROM ......
BBC and MS-DOS emulation available ......
4 Mips computing power ......

TIE BREAKER

Explain in not more than 30 words why you want to win the A3000..
....
....
....

NAME.......................................**AGE**.............

ADDRESS..
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TELEPHONE NUMBER....................................

COMPUTER OWNED......................................

RULES

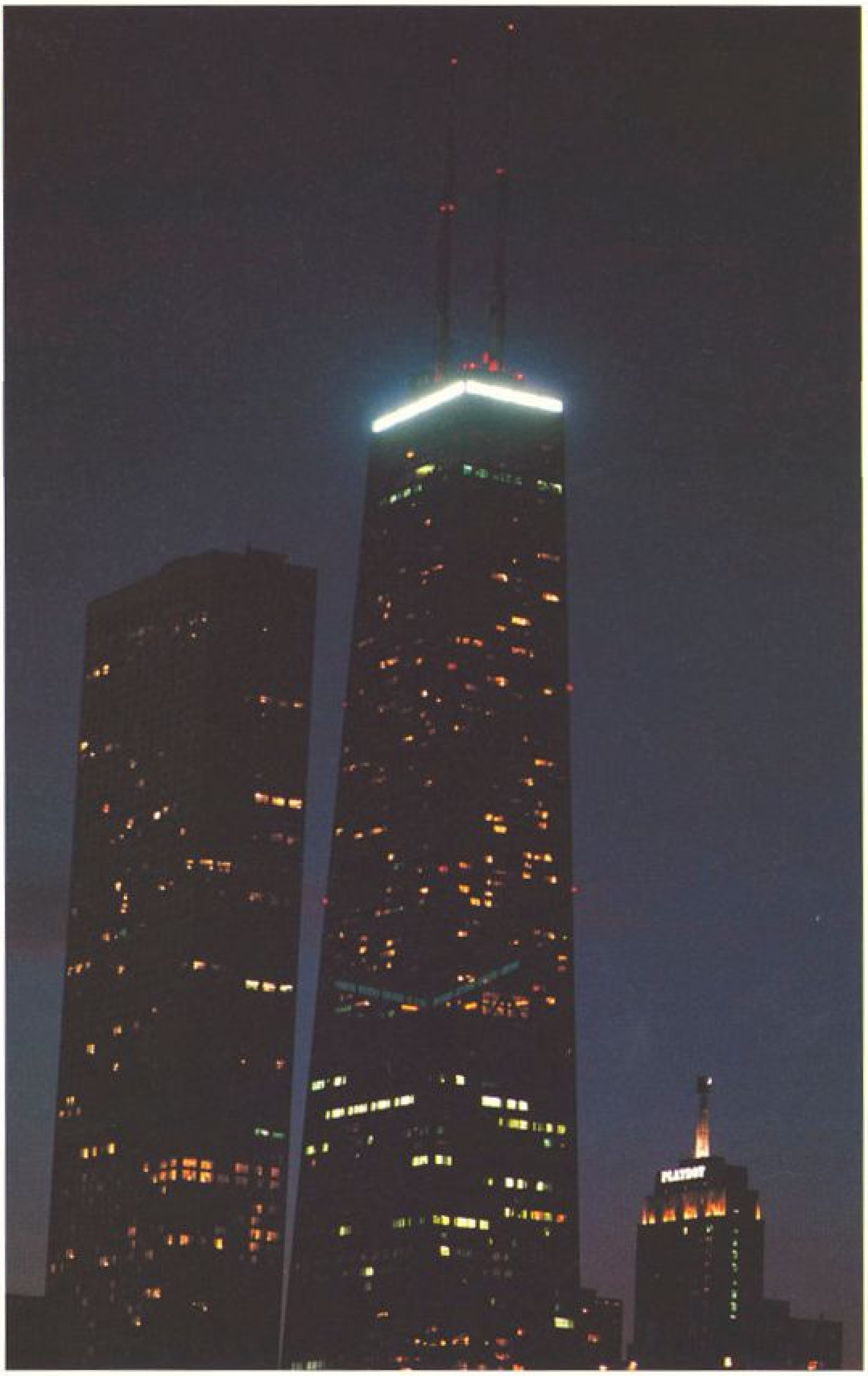
1. The closing date for entries is August 15th 1989.

2. Employees of ACE, EMAP and Acorn are not eligible for the prize.

3. In the event of more than one entry having the correct answers as decided by the editors of ACE, then the prize will be awarded by the judges to the best Tie Breaker entry.

ACES

FROM THE BIGGEST COMPUTER SHOW ON EARTH



Nintendo's island state of a stand at the Consumer Electronics Show in Chicago couldn't stop Atari stealing the limelight with their amazing hand-held video games machine.

The Atari Portable Colour Entertainment System (what a mouthful!) is the long-awaited 'mystery' product developed by Epyx. Atari stepped in with big bucks when the California-based software house decided they needed bigger financial resources to bring their revolutionary hand-held video games system to the market.

But even a well established company like Atari may struggle to compete against the megabucks Nintendo are going to spend to bring their Game Boy to the attention of the American games playing public. A $15 million TV campaign will blitz American screens in the weeks leading up to the August launch of Game Boy. Atari are unlikely to put this kind of promotional spend behind their machine, stressing instead its many technical advantages over the Nintendo machine.

SPEC AND SOFTWARE

These include a 3.5 inch high performance colour LCD screen; a powerful processor at a very fast fast 16 MHz; 64K of Ram; and custom built graphics chips – designed by Jay Miner and David Morse the people who designed the Portia, Agnes, and Daphne chips that gave the Amiga its amazing sound and graphics.

The custom-built graphics capability of APCES will enable it to capitalise on the LCD's 160 x 102 pixels, displaying up to sixteen colours on screen at any one time from a palette of 4,096 in total. In game terms this provides for super-fast scrolling – one of the games demonstrated at the show was a 3D shoot 'em up called Blue Lightning, a Space Harrier-like blaster. This game really demonstrated the speed and graphical quality of APCES to the full.

Welcome
INTERNATIONAL SUMMER
CONSUMER ELECTRONICS SHOW
WELCOME

Six titles are currently available for the APCES including Impossible Mission, Monster Demolition (a Rampage style game), Time Quests and Treasure Chests (A Gauntlet Style Game), a scrolling shoot 'em up called The Gates of Zendocon and , unsurprisingly, the Epyx classic California Games. Atari are promising good quality games from other software developers – though no names have been mentioned at this stage.

HEAD TO HEAD

Both Atari and Nintendo hand-helds (see panel) can be linked to other machines to play head to head. Atari claim that the APCES can be linked to up to eight units all playing off the one cartridge. Game Boy's video link cable was demonstrated most effectively at CES with Tennis and Baseball.

Both hand-helds are packing a good quality game with the machine – Game Boy comes with Tetris and the Atari will come – patriotically enough – with California Games. Both machines will have sophisticated sound – four channels in the case of the Atari and full stereo with Game Boy.

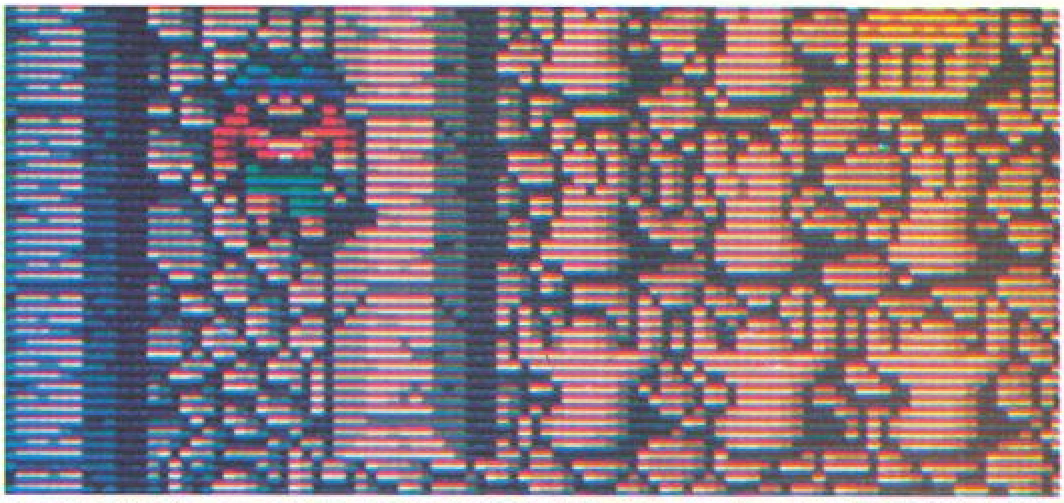
Atari are attempting to play on American's fears of the Japanese monopolising the video games business with Atari boss Sam Tramiel stating "We've come a long way since Atari started the industry and we see no reason to retreat to the prehistoric days of black and white...We haven't been sitting back, watching profits go offshore...the system is capable of using up to 16 Meg cards to provide players with action-orientated multilevel/multiplayer game capacity...it really is U.S technology at its best" Breast beating aside it does look as if the Atari has the edge over the Game Boy.

But it may well be too soon to write off Nintendo if rumours can be believed of a Game Boy Mark II with 16bit processor, and full colour display. The portable game play market is shaping up to be one of the most competitive areas of electronic games playing in the next decade.

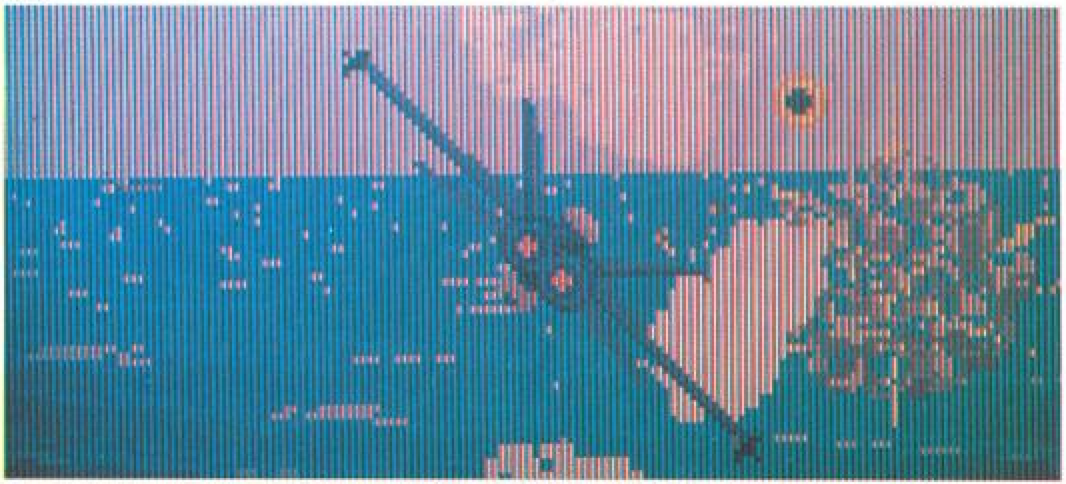
16 BIT SHOCKER

Nintendo surprised more than a few people in Chicago by announcing that they are holding back the launch of their 16 bit console. This will leave the way open for Sega and NEC (they hope) to gain some ground for gamers who want a deluxe machine. The NEC machine is of course the PC Engine – which has been completely restyled for America and given the

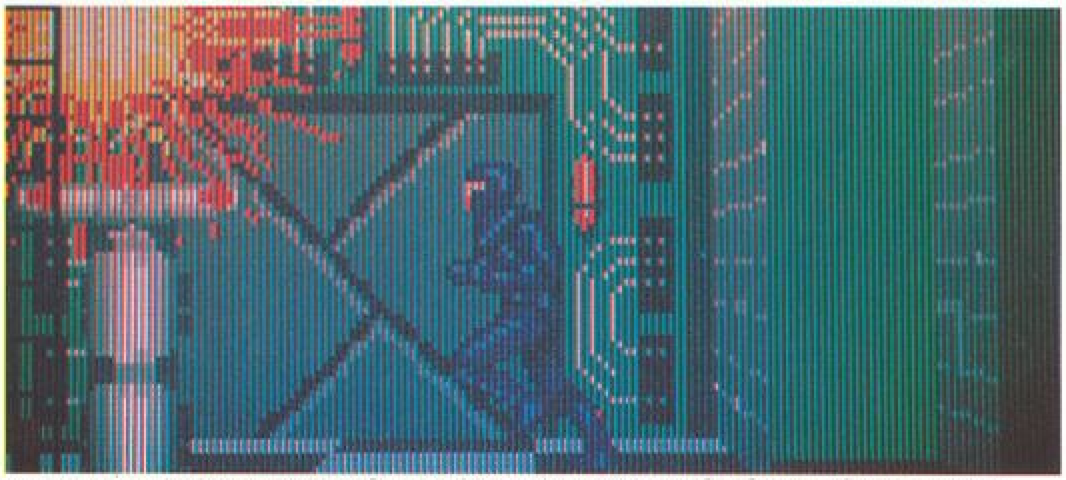
NEC's Turbographx system could prove a wild success with console punters. A restyled version of the PC Engine, it has multi-million dollar backing from one of the world's largest companies – and excellent prospects for software support from well-known names.



Treasure Chests – an astonishingly good Gauntlet-style arcade adventure in full-colour LCD.



If this looks good, wait till you see how fast it moves! The APCES has special custom chips to handle 3D routines – this little number is called Blue Harrier.



Impossible Mission – the classic arcade number, now running in a pocket near you.

HDTV REVOLUTION

High Definition TV is the single hottest topic in consumer electronics in America. Bills are to be presented in Congress - to set broadcasting standards and to facilitate the huge amounts of money needed to develop the TV sets. The military are getting involved - setting aside millions of dollars for a HDTV manufacturing plant – and just about everyone agrees that HDTV will restore the flagging performance of America's electronics industry. This is one battle that the Americans seem determined not to lose to the Japanese.

So just what is HDTV? It is a system that just about doubles the resolution and the quality of the picture on your set. Conventional TV is based on 915 lines - that is the number of dots that are illuminated when the picture is shot on the scree. HDTV more than quadruples the number of dots that are illuminated. The most impressive demonstration of the system at the CES show showed a Camcorder trained on to tank of beautifully coloured tropical fish. This picture was relayed directly to two TV sets - one conventional and one HDTV. The conventional TV set looked like just what it was - a TV broadcast of tropical fish - the HDTV picture looked like the tank itself. Apart from the obvious quality of detail and colour there is also tremendous depth in the pictures. You can see the relationship of objects to each other, while particles in the foreground and background have a definite feel of distance almost like looking through your own eyes.

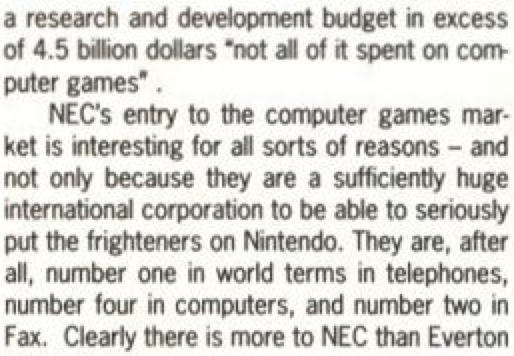
strangest name – TurboGraphx 16. Its sleek black shell has the effect of making the Engine larger than its Japanese brother – which is a strange decision as most people thought one of the strengths of the Engine was the fact that you could easily slip it into a pocket.

NEC have stacks of interesting peripherals to add spice – like the Turbobooster which interfaces the Engine (sorry, TurboGraphx 16) with your stereo and video. The TurboStick offers variable turbo fire and slow motion – particularly useful for working out some of the brilliant- but-complex platform style games available for the machine; games like Super Wonderboy , Chan and Chan, and Legendary Axe. Best of all is the TurboTap which allows up to five players to play simultaneously. One of the TurboTap highlights is World Court Tennis – four people playing doubles, which can't be bad. And also bear in mind that the game is considered the best tennis game ever coded for any computer, Dungeon Explorer is equally stunning as a five player Gauntlet clone – and is better than coin-op Gauntlet in ACE's opinion.

We all know how amazing the PC Engine/TurboGraphx 16 games console is – and just to put you right on the ACE view of the NEC machine – YES, we do think it is a better games machine than the Amiga. But what is really interesting about the Turbo is the fact hat NEC are now officially backing it with full corporate weight in the US. Turbo boss Ken Wirt boasted to a CES show seminar that NEC had a research and development budget in excess of 4.5 billion dollars "not all of it spent on computer games" .

NEC's entry to the computer games market is interesting for all sorts of reasons – and not only because they are a sufficiently huge international corporation to be able to seriously put the frighteners on Nintendo. They are, after all, number one in world terms in telephones, number four in computers, and number two in Fax. Clearly there is more to NEC than Everton Football club.

But where NEC will really score is in the area of research and development. They are known to be working on advanced sound and graphics chips for their main-stream computer business. They are a contributor to the Japanese High Definition Television drive, and have produced advanced speech synthesis prototypes. All of this should filter down to the PC Engine – providing a never ending supply of add-ons and power enhancements. If you were a gambling man you would be wise to put your money on NEC to sweep all before them – including Nintendo – in the computer game wars of the 1990's.



It's only in black and white, but you can still see the difference between the NEC Turbographx on the left and the Nintendo system on the right. Only thing is, screenshots don't tell you much about gameplay – and what Nintendo lacks in pixels it makes up for in adrenalin.

FOUR RIDERS FOR THE APOCALYPSE

FASA Corporation's best-selling role playing game Battletech made a stunning appearance at CES as a four player "real time simulator".

The Battletech world pits five States against each other. The giant Mech robots slug it out for control of the repair centres and store houses – where valuable fuel and spare parts can mean the difference between success and failure.

The simulators are described by FASA's Morton Weisman as being styled on the lines of an F14 cockpit. Players will pay between £3-£4 for a thirty minute game.

The on-screen graphics are fabulous, bringing the battling Mech's to life in a way that the Infocom computer game struggles to achieve with its limitations.

The first Battletech centre will open in Chicago in September – and FASA hope to spread the centres across the country and to Europe and the rest of the World in the next two years.

Sweating it out at the end of the world, in the new Battletech console.

MARIO BROS IN FASHION WARS

Breakfast cereal, toothpaste, bags, T Shirts,sweat shirts, jackets, track suits, mugs, pencil cases, badges, balloons, and pyjamas - all of these items are available in the 'Store Within A Store' Nintendo centres now springing up in chain stores like Woolworths and Toys R Us all across America. Super Mario's smiling moustachioed countenance is on everything. It is a measure of the success of Nintendo - and of the way they totally dominate the electronic games scene in America – that they are now earning more dollars on these merchandised items than Electronic Arts, Microprose, and Activision are on computer games put together. What's next? Super Mario condoms?

CHICAGO VS. UK

The US Launch of Genesis and Turbographx 16 does not necessarily herald a quicker European availability of the super-consoles. Nick Alexander of Virgin/Mastertronic (Sega's European console distributor) told ACE that a PAL prototype of Genesis was not yet ready – although "they are working on it" and not to expect it until Easter of 1990 at the earliest.

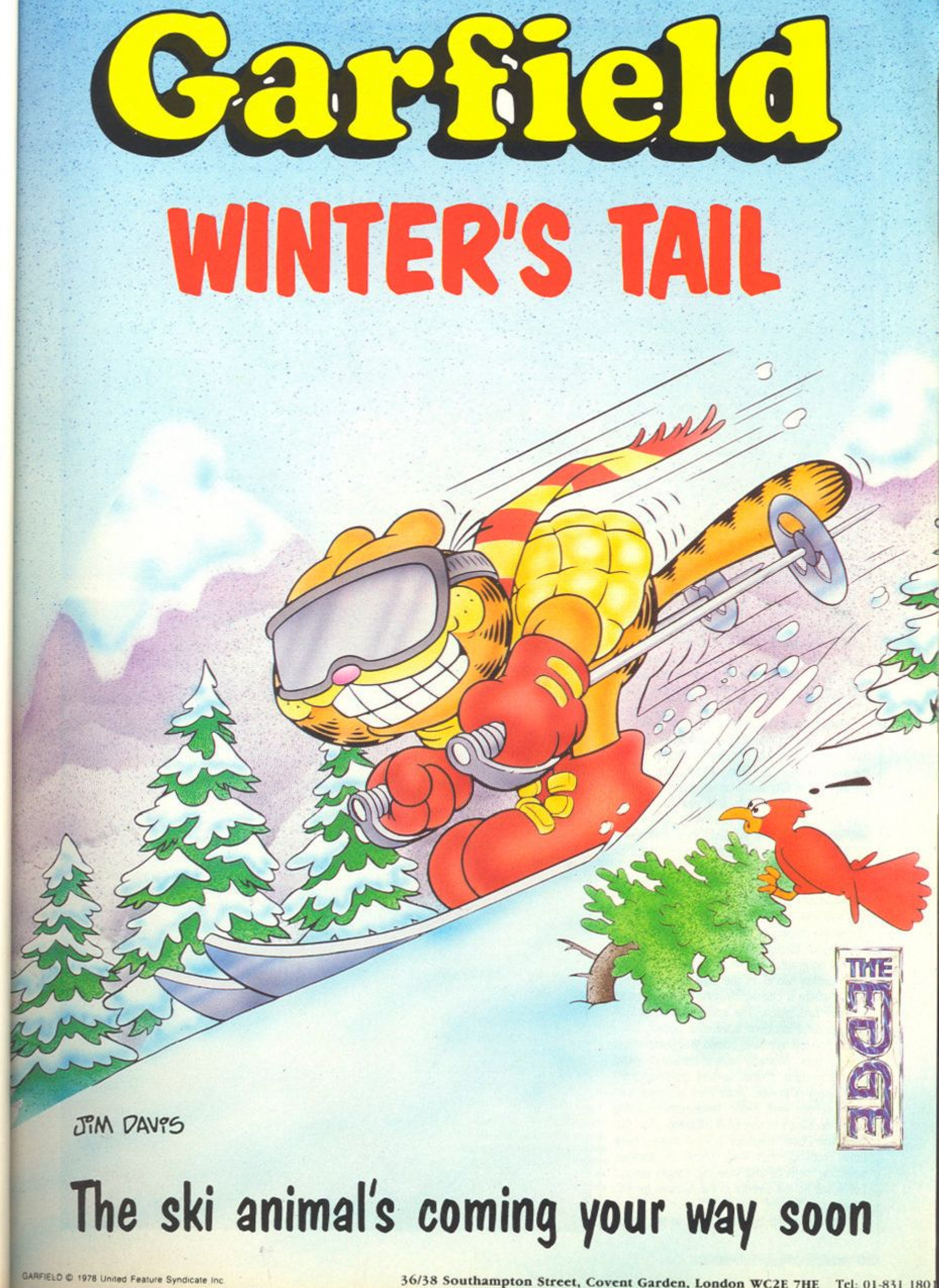
The NEC story is far less clear. The company are warning consumers against purchasing what they describe as "grey" versions, i.e. versions imported directly from Japan without their HQ's approval and then converted to run on PAL. NEC say that a decision will be made on whether or not to market the PC Engine officially in Europe in the "next three months". It also seems likely that if NEC do give the Engine the go ahead it will also be restyled, and perhaps renamed,for the European market – just as the Supergraphx 16 was specifically styled and named with America in mind. What this will mean in terms of UK availability is that (even if NEC do give it the thumbs up) you are not likely to see it , until late 1990. The Toy Fair in January is the ACE best guess for an announcement of Christmas availability of the NEC machine.

RED HOT SOFTWARE

Although consoles and hand-helds dominated the show there were still plenty of new titles around for the PC and Amiga. But there was precious little for the Atari ST and nothing – that's right, nothing – for the Commodore 64. R.I.P.

A handful of games are worthy of special mention – Vette by Spectrum Holobyte because it is the first new game from the Californian based software house since their world best seller Falcon, was launched a year ago. The Vette in the title is a car – a shiny red Corvette of the type made famous by Prince in the hit single Little Red Corvette. Nice looking graphics, with vehicles coming towards you as well as overtaking. But don't expect to see PC versions until the Autumn and 16 bits until next year.

Broderbund's Sim City is one to watch. This is the sim for people who have always


Garfield
WINTER'S TAIL
JIM DAVIS
THE EDGE
The ski animal's coming your way soon

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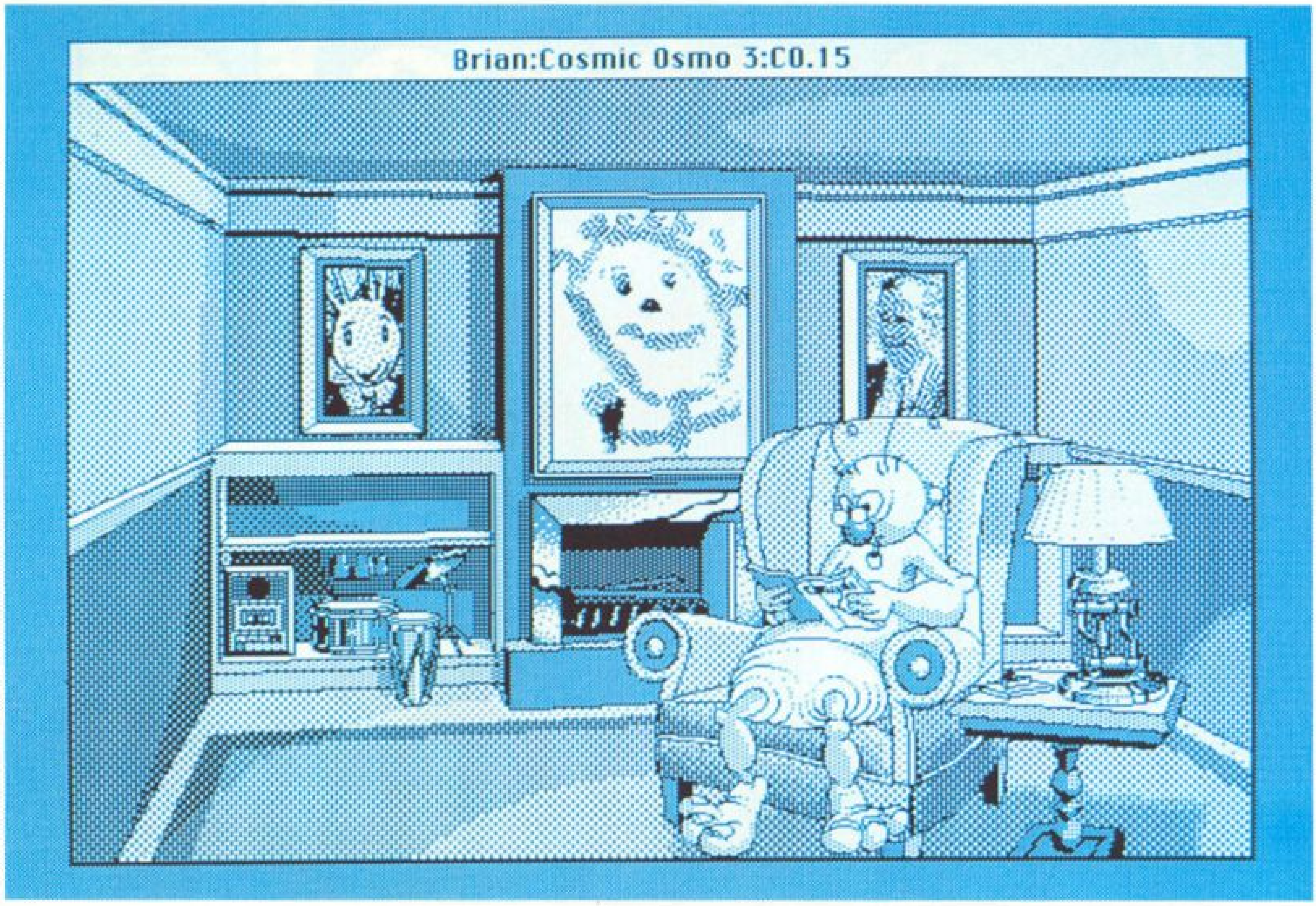

believed that they could do a far better job of running their town than the people they pay rates to. Deal with the urban problems of four major cities (London, New York, San Francisco, and Tokyo). Think about it – all of the traffic congestion, pollution, crime, dereliction. Now sort it out.

What makes Sim City a world first though is its intelligent attitude to add-on disks. Rather than charging for add-ons, as Mirrorsoft do for the scenery disks to Falcon, Broderbund will be placing a Sim City editor on popular American bulletin boards. Get this and you can design your own town – the one you live in , or the one you would like to live in. Sim City's developers believe this system will lead to user clubs all over the world "playing the city".

CHICAGO FANTASY

Loom is a fantasy adventure game from Lucasfilm which dispenses with text entry altogether. It's played through a user interface based entirely on graphical icons and music and is set in a fantasy world in the Age of The Great Guilds where a classic struggle between good and evil taks place. The game is the work of distinguished Infocom adventure author Brian Moriarty – the man who coded Wishbringer and Beyond Zork. Moriarty says of the Loom game playing system "What fantasy game players really enjoy is power. They want to stride fearlessly across vast, exotic landscapes, casting magic on things to see what happens. So I distilled the Loom interface to just three operations: moving from one place to another, selecting objects and weaving magic spells." Loom will hit the streets in the Autumn for PC, Amiga, and ST.

Accolade had two new ones in the shape

TOP TITLES ON NEW SEGA

Sega is likely to be one of the main beneficiaries of Nintendo's stalling over their 16bit console. The Genesis, as it is called in the US, made an impressive showing at CES- offering several near coin-op standard versions of popular Sega arcade machines. Like the NEC console, Genesis offers a wealth of add-ons – including a modem link for head to head baseball for players in different cities or neighbourhoods and a converter for the existing Sega Entertainment system which enables you to play your old Sega favourites on the Genesis.

Stereo sound is built in and the machine comes with head phones. Sega's trump card in the console wars will be their catalogue of excellent coin-op licences. Nobody has bested Sega for coin-op games and they have a wealth of classics in their library – games like Out Run, Space Harrier, Galaxy Force,Altered Beast and Thudercross II.

Sega may have also stolen a march on NEC in the third party software support stakes – with impressive companies like Activision, Epyx, Broderbund and Spectrum Holobyte announcing titles for the Genesis. Spectrum Holobyte even had a version of Falcon up and running on the Sega stand at the show. Anyone who owns a Sega Entertainment system will be familiar with thier World Soccer cartridge – arguably the best soccer on any computer. The good news is Genesis has an up-graded version of it with stunning sound effects and superb graphics. The grass looks like a well-watered Wembley on Cup Final day. Sega's machine will have superb software; both NEC and Nintendo are going to have to go some to beat these games.

SEGA
GENESIS
16-BIT

of Eye of the Storm – a Vietnam war simulation in which you pilot a Huey UH-1 helicopter and fly twelve missions . The Deadlock Files is an adventure featuring dozens of impressive digitised pictures of New York. Accolade describe their new digi-adventure system as "as close as we've come to what CD-I technology will provide us in the future"

GAME OF THE SHOW

The ACE Computer Game of the Show Award has to go to Activision for Cosmic Osmo. This is the sequel to Manhole – the Mac CD Rom title that is shortly to be launched on the PC. This game is big – three million bytes big – which makes it the largest computer game ever launched. It comes on six disks for the Macintosh, and enables the player to explore Cosmic Osmo's graphically superb universe. Words are irrelevant. Just look at the screen shots.

Other ones to watch were the Harley Davidson Simulator from Mindscape. Circus – also from MIndscape – is coded by none other than Chris 'Infiltrator' Grey looks as if will be the first decent big-top game,.

X-Specs 3D comes with high-speed liquid glasses and two games; Space Spuds and "3D arcade game" (An unfortunate under-sell title to the best deep space shoot 'em up I have ever played). Best of all it also includes a utility for making your own 3D picture stills. Forget Deluxe Paint , Amiga owners , do it in 3D. S

Some interesting, but hardly revolutionary, PC software was also in evidence – like Broderbund's VCR Companion which enables you to create full colour titles, credits, introductions, intermissions (lyour own commercial breaks in your wedding video?) and endings for your latest Camcorder blockbuster, Search For the Titanic looked good too. Arguably the world's first- Adventure cum documentary cum educational program ever. It incorporates several digitised stills of the Titanic and also explains some of the oceanographic technology employed in the search for the doomed liner.

Summer CES '89 finds game technology racing farther ahead than ever before. 16bit processors are firmly on the American gaming agenda – with Genesis and the Turbographx 16. But just when one technology is accepted as a standard something new races in to push it aside. The hand held games systems will prove over the next two or three CES shows whether or not they are going to be where the main action is the early 1990's.

Other technologies like High Definition TV and Interactive Compact Disks will also be part and parcel of those changes and the move towards the games of the next century. ACE will keep you posted on of all these developments.

BURGER BLOW-OUT

They don't do things small in Chicago.Their football team -the Bears – has man mountains like The Fridge forcing them towards Super Bowl victories. Order some spare ribs there and you are likely to find yourself staring across a table at half a pig. They have the tallest building in the world in the shape of the Sears Tower, and the Windy City borders America's second largest in-shore lake (Yep, Geo students, I am talking about Lake Michigan), as well as playing host to the world's largest electronics show - the Summer Consumer Electronics Show.

120,000 people from all over the world attended the show last month. They munched their way through a quarter of a million burgers, consumed vast quantities of Coke and took back with them twenty thousand signed photographs of the Penthouse Pets of the Year. Yes folks - the Windy City offers CES'ers a lot more than the biggest and smallest Sony Trinitron. Its a 'party, party' town in the first week of June each year with the big wheelers of the world's electronics giants out to enjoy themselves. Vary definitely pleasure as well as business.

The best party of all has to be accredited to Mindscape. I mean, hiring Meatloaf to play a private party has to be ranked as a bit of a coup. But Meatloaf and the Penhouse Pets were by no means the only celebrities at CES. There were six senators, King Kong Bundy (America's favourite wrestler), and a motley assortment of pro-footballers and basketball players.

The glitterati at Mindscape's party boogie on down with Meatloaf.

...and after you've thrown up your 15th half-pounder and gargled a gallon of Coke, make sure you don't forget to collect your signed photograph of the Penthouse Pets.

IS GAME BOY A WIMP?

Game Boy's 8 bit processor and black and white LCD display make it look dull alongside the Atari. But it is substantially smaller – unlike the Atari machine you could fit it into a jacket pocket – and there is an impressive list of titles are already available. Titles include Super Mario Land, Tetris, Alleyway, Baseball and Tennis with stacks more to follow from big companies like Activision, Taito, SNK, Capcom, Bandai, Mindscape, Tecmo and dozens more.

Game licences for the Nintendo console are gold dust in the US and nobody wants to risk losing out a second time around with the Game Boy. Also in Nintendo's favour is the famous quality of their games – they may not be as technologically advanced as their rivals but from a gameplay point of view they are proven to be un-putdownable on just about every machine they have been made available for.

Nintendo GAME BOY
SELECT
START
B
A

No – you don't get colour on the Nintendo Game Boy, but this is what it might look like if you did. Nintendo rigged up this larger than life model complete with built-in video display to wow the punters at CES – but it's a pity the real thing doesn't come with red-green-blue.

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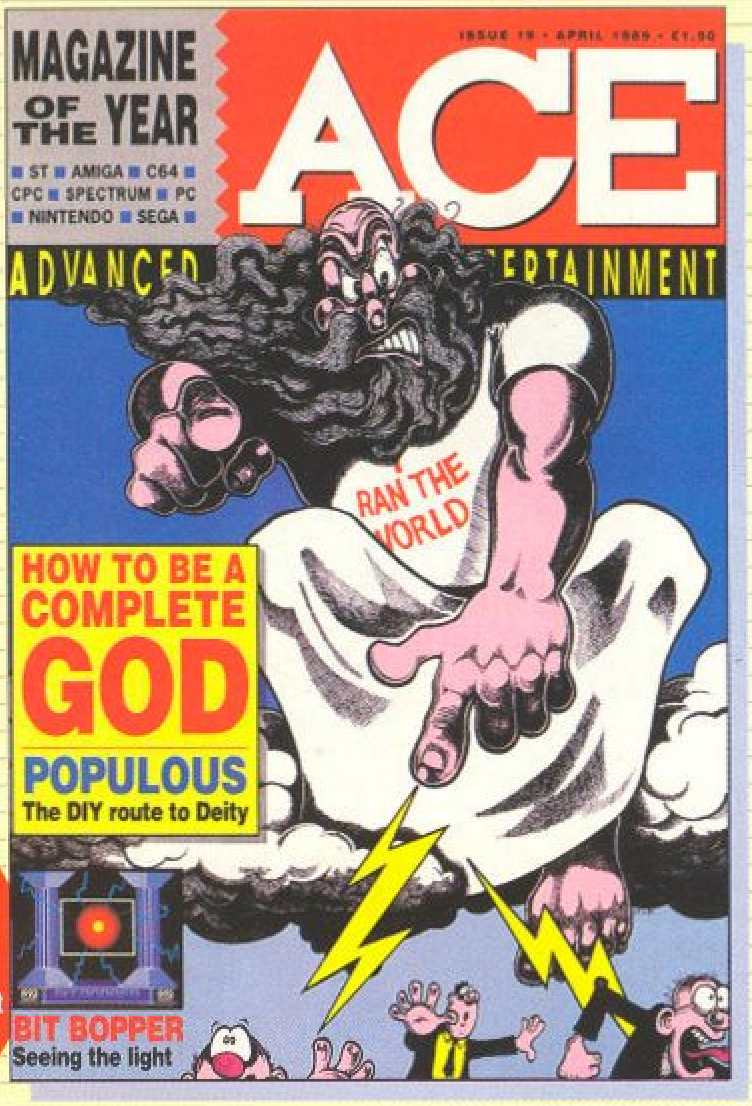
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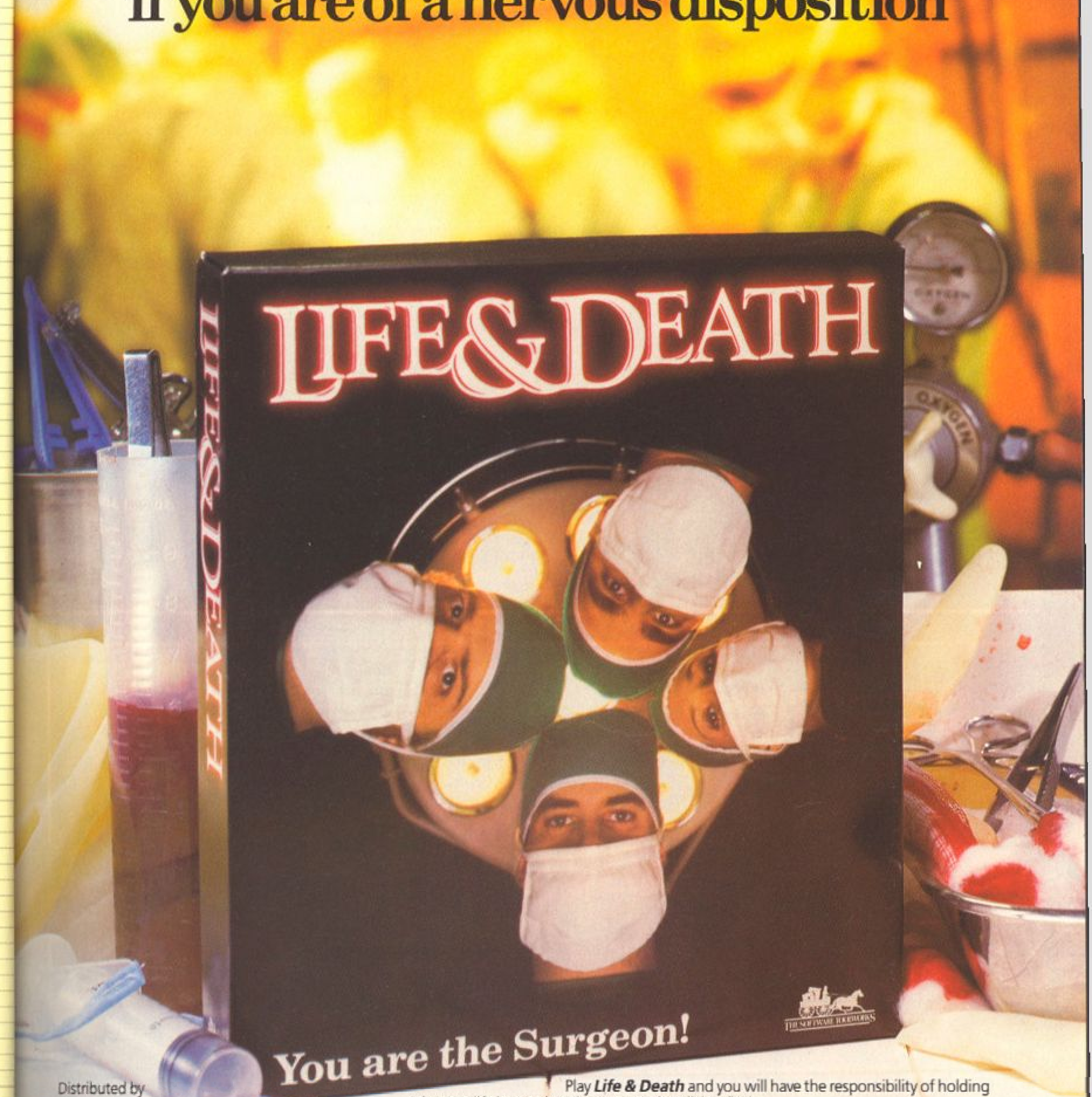
WARNING!

Do not play this game if you are of a nervous disposition



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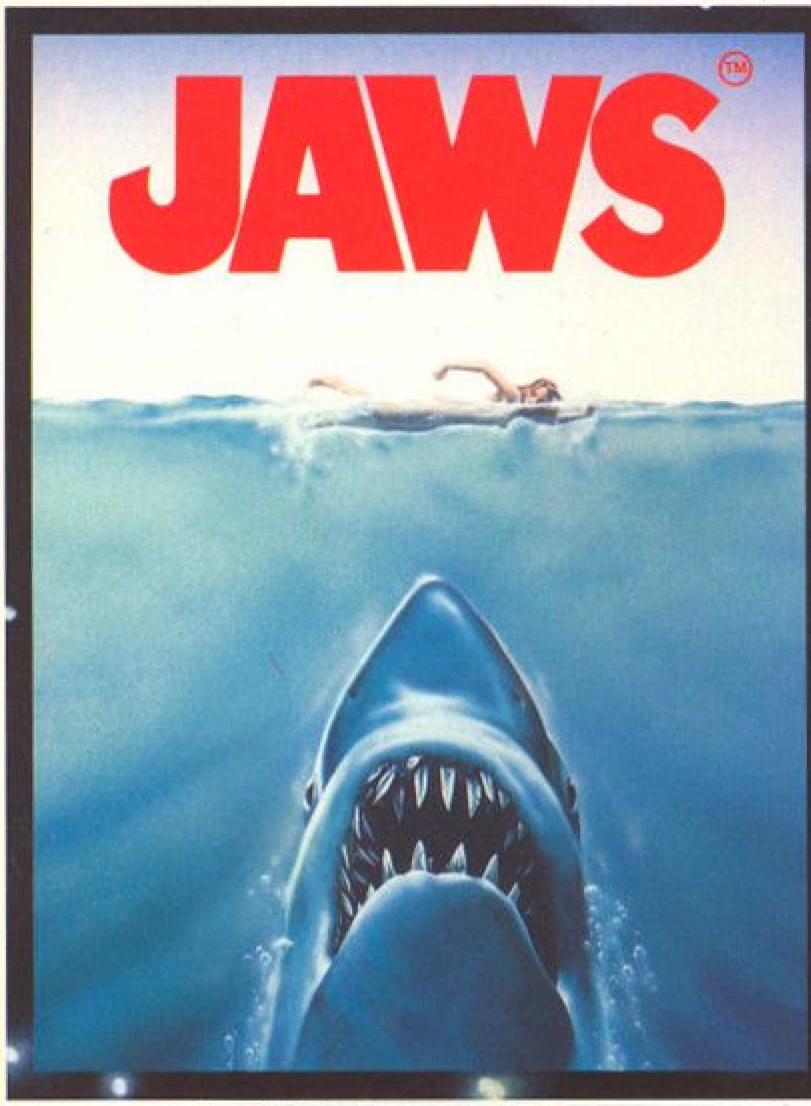
BIG GAMES ››› f



A monstrous great white shark is terrorising the beaches of Amity Island. A grim discovery confirms the worst – he's out there and he's hungry. In a bid to save the Island's falling tourist trade, Mayor Vaughn engages a professional shark killer from the mainland. Unfortunately, en route, a fierce storm wrecks his boat, and the means of JAWS' destruction is scattered throughout the caves and chasms of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the manic shark hunter, you set off to retrieve the lethal weapons from the sea bed and kill the unwelcome intruder. Unfortunately, JAWS has other ideas.

Whilst JAWS roams the clear water bringing a swift and horrible end to unwary swimmers, you must undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the death toll rises, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its malevolent visitor before it's too late?

JAWS, one of the greatest box office attractions in the history of motion pictures, surfaces for the first time on a computer screen near you. Mans' deepest fear is back.

NEW FROM SCREEN 7

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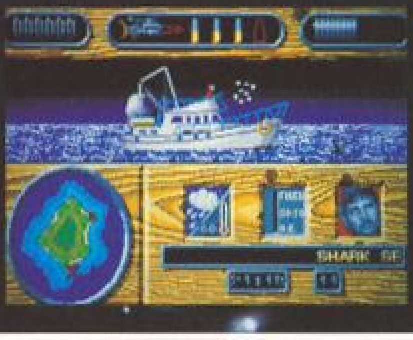
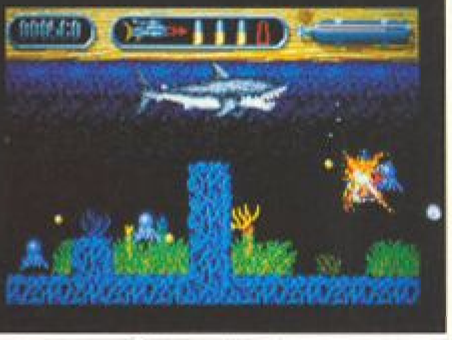
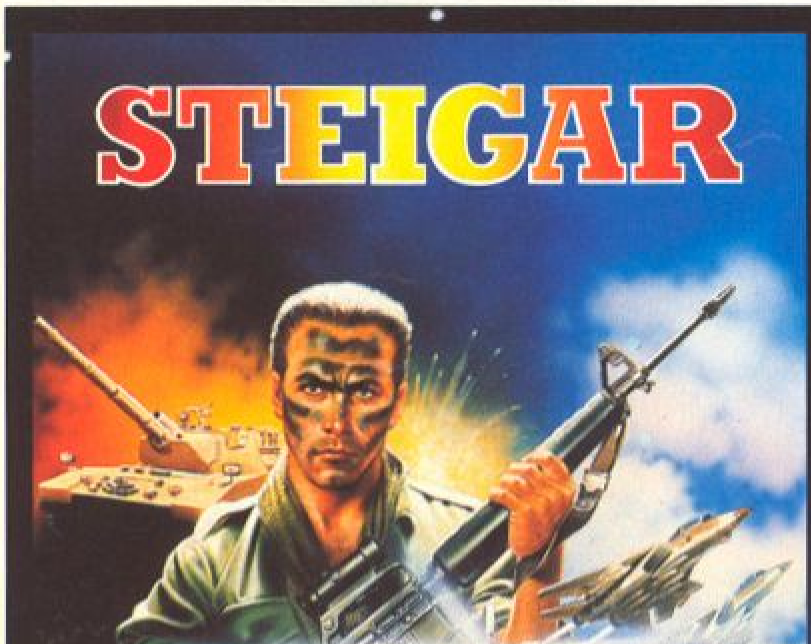






Marauder. Soldier of Fortune. Hit man.
His business was death – other people's of course –
and his currency was gold . . . If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem – at a price. . . . No island fortress was secure. No Embassy was safe. If the gold was right – the job got done. . . . Where he came from, no-one dared ask, but STEIGAR was bound for Hell . . .

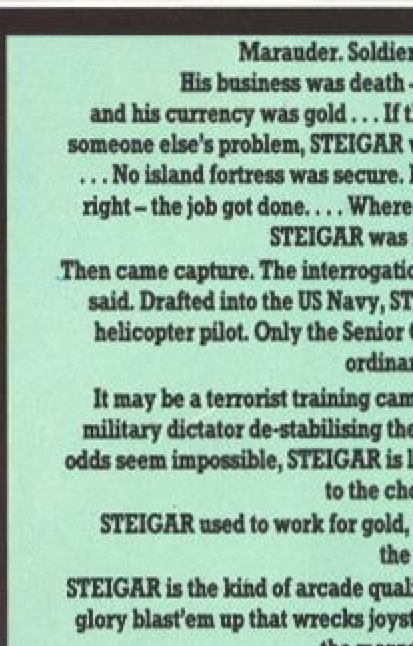
Then came capture. The interrogation . . . *"Too useful to eradicate"* the CIA said. Drafted into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command know that STEIGAR is no ordinary recruit.

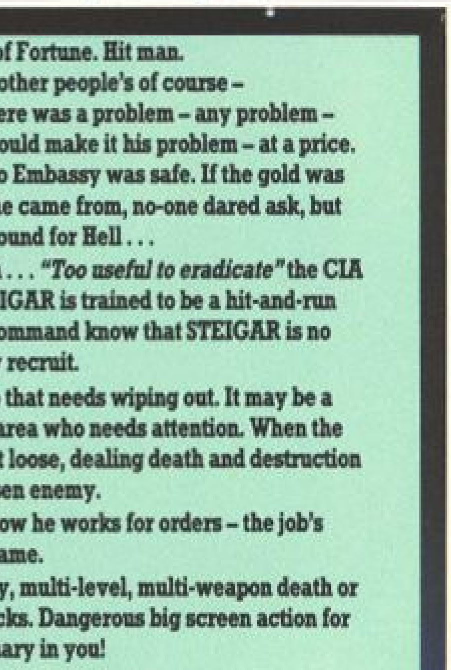
It may be a terrorist training camp that needs wiping out. It may be a military dictator de-stabilising the area who needs attention. When the odds seem impossible, STEIGAR is let loose, dealing death and destruction to the chosen enemy.

STEIGAR used to work for gold, now he works for orders – the job's the same.

STEIGAR is the kind of arcade quality, multi-level, multi-weapon death or glory blast'em up that wrecks joysticks. Dangerous big screen action for the mercenary in you!

NEW FROM SCREEN 7





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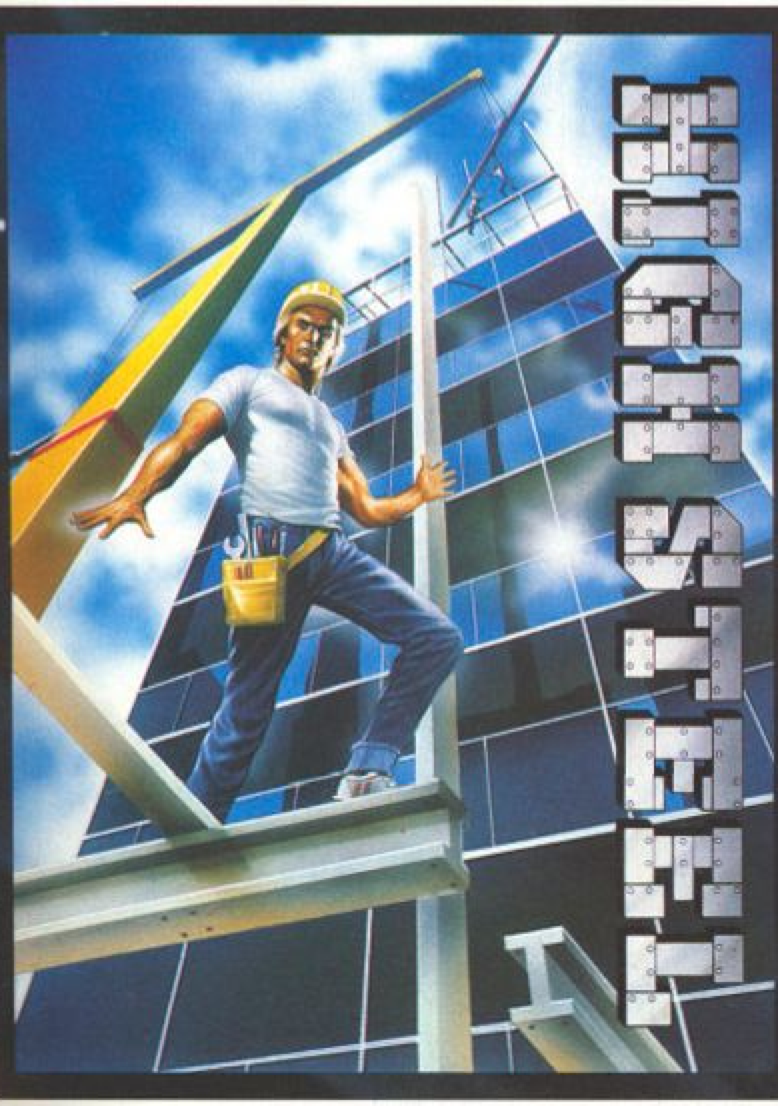
for the small screen



This is no time to feel dizzy. As you balance precariously on a narrow steel girder, hundreds of feet above the hard concrete below, a head for heights is a must. There's a skyscraper to be built, and the Spitters, Crawlers and metal-munching Gremlins are in hot pursuit. You step over the slippery remains of your workmates' lunch, hurl your spanner at a menacing shadow, and curse the day you became a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so bad if you could just find your sandwiches.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end up splatting the pavement like raspberry jam?

Almost unheard of! A completely original arcade game that will keep you hooked to your computer for hour upon hour of frantic high altitude addictive fun.

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

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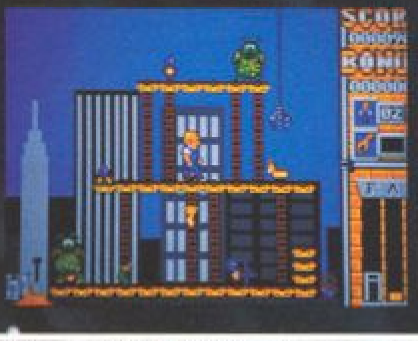

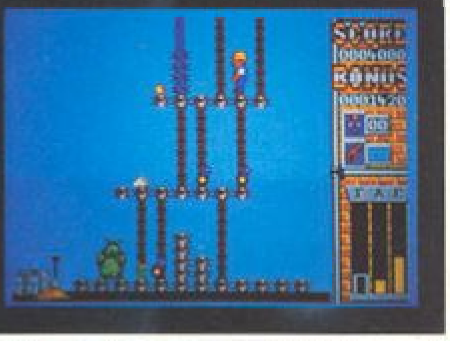

	JAWS		STEIGAR		HIGH STEEL	
Format	Cass	Disc	Cass	Disc	Cass	Disc
Atari ST	—	£19·99	—	£19·99	—	£19·99
Commodore Amiga	—	£19·99	—	£19·99	—	£19·99
PC (CGA/EGA)	—	£24·99	—	£24·99	—	—
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Commodore 64/128	£9·99	£14·99	£9·99	£14·99	£9·99	£14·99
Release dates	**JUNE** *Except PC(CGA/EGA) to be announced*		**JULY** *Except Spec/Ams to be announced*		**JULY** *Except CBM 64/128 to be announced*	

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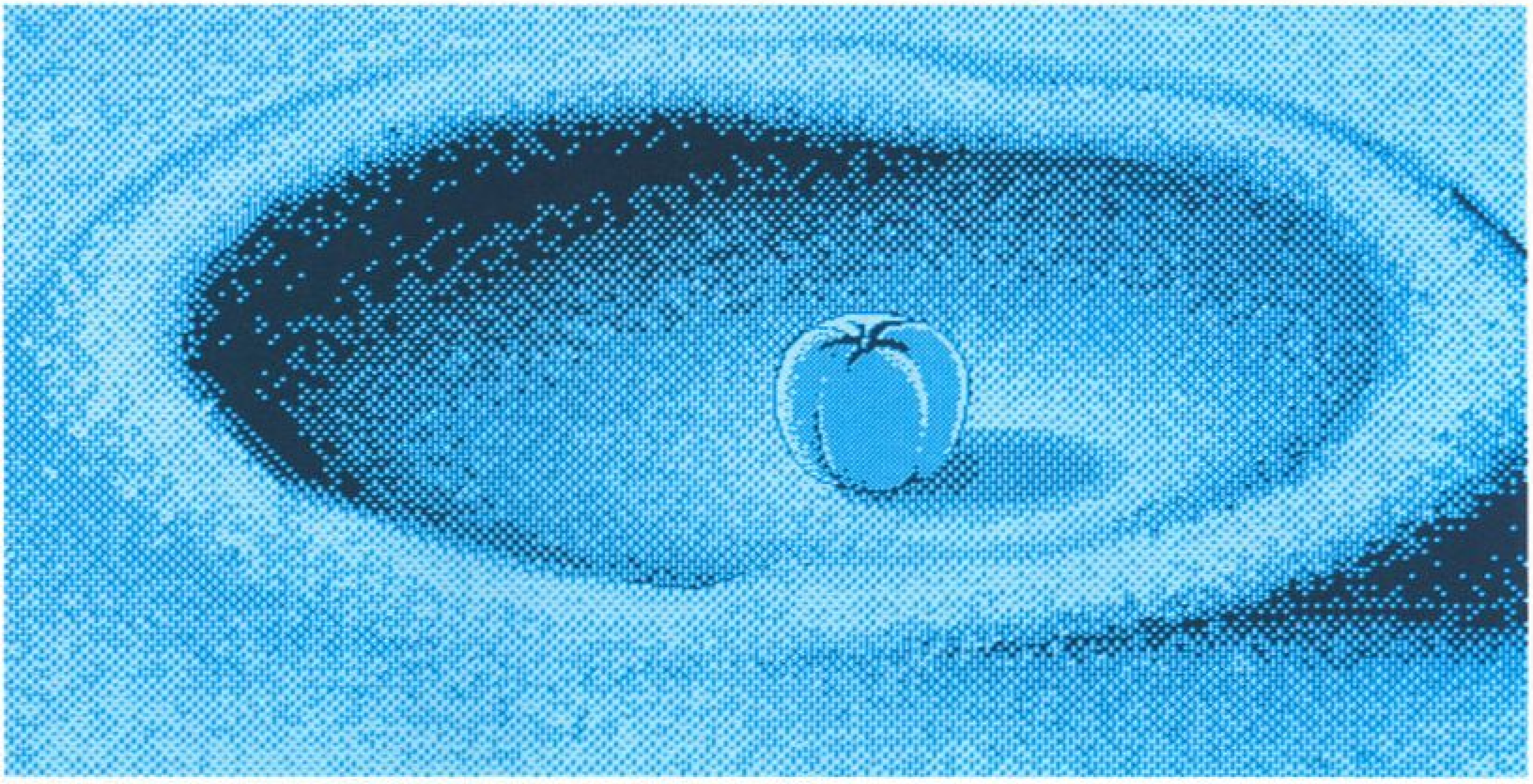
THE UNIVERSE... IN THREE MEGABYTES.



Far from home on a strange planet, you discover a vegetable in a crater...

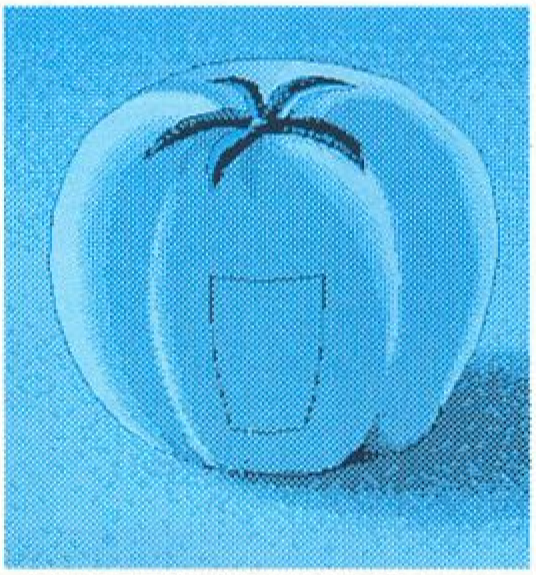
Activision's Cosmic Osmo is the largest game to date and looks forward to a new style of mega-game

Cosmic Osmo is unlike any computer game you have ever played before. Indeed it is so different that Activision are not even sure if a 'game' is the right way to describe it. Activision supremo Bruce Davies prefers to call it a 'relaxation'..'There are no specific goals or objectives'..'The aim is simply to explore Osmo's world and enjoy yourself'.

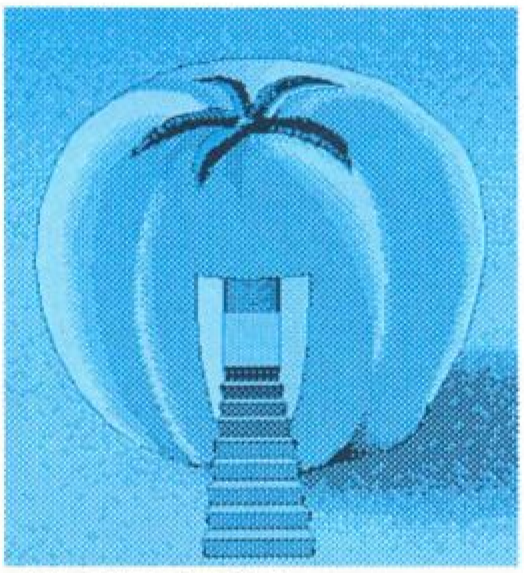
Osmo is a cute alien with a big belly who you soon take to heart as you explore his world. Anything is possible in Osmo's Alice-In-Wonderland-like universe. At one stage Osmo spots something in space from his telescope and exclaims 'Holy Mackerel look at that'. Take Osmo's advice, click on your mouse, and you find that it is just that - a giant mackerel in space. No ordinary space fish this though. Its really a giant space cruiser that you can board and explore.

The experience of playing Osmo is a bit like the journey part of exploring an adventure - only there are no tricky lateral thinking puzzles to impede your progress. If you want to go anywhere , or examine anything, you simply click on that item and in a flash you have a close up view of it. Once you are close in you will spot something else interesting and may decide to take a look at that too. Gameplay is almost instant and flows in sequences of superb graphical detail.

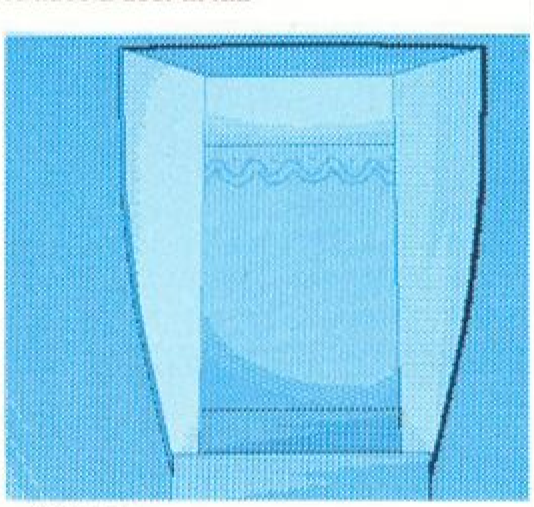
Osmo is also into music in a big way. You



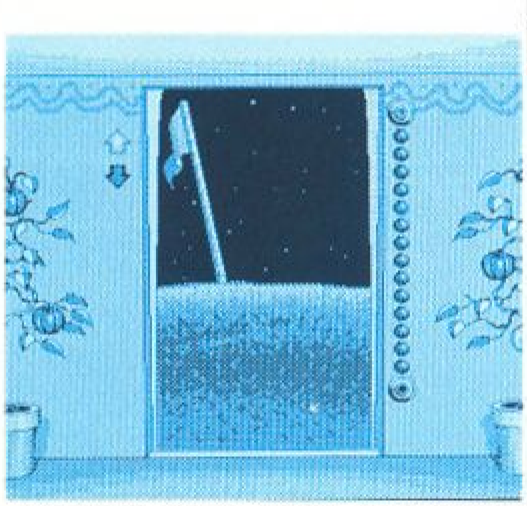
...but on closer examination, it appears to have a door in it...



...you click on the door...



...zoom in...

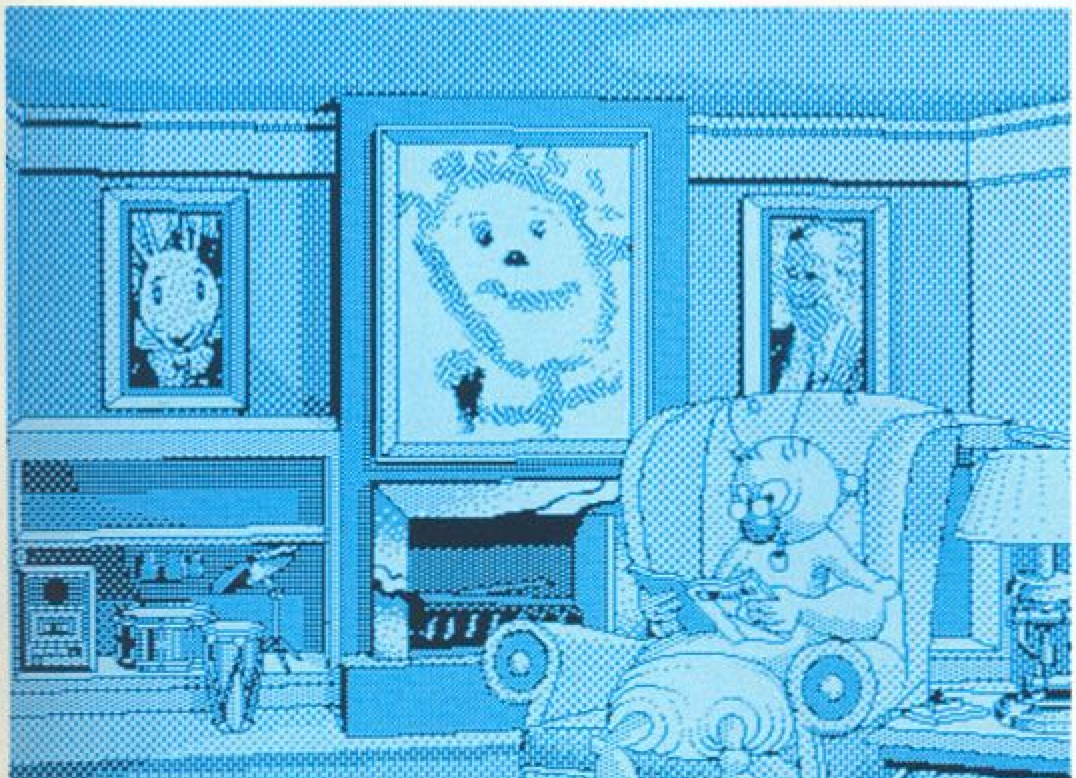


...and now you're inside yet another spaceship!

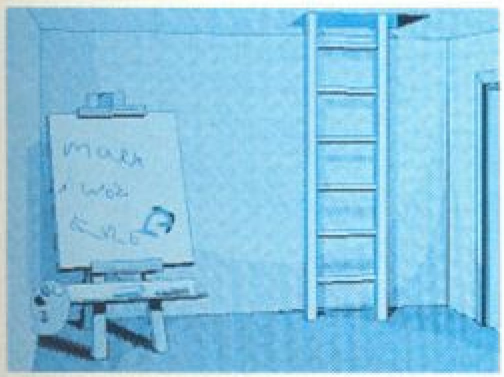
should see his collection of CD's – any one of which can be picked up and inserted into the CD player in his space ship. A good deal of Osmo's vast amount of memory is used for music and sound effects of superlative quality. There is a stereo system that Osmo can record and play back on; you can hear his latest masterpieces (he plays drums); phones ring; and there is even digitised speech in certain sections of the game.

It is tempting to race around Osmo's world to see what you can discover next but there is often plenty of fun to be had on any single screen. Anything is possible – Osmo blasts off to a new planet...spots what looks like a peach in a crater...you get closer and there is a door in the peach..It's really another space ship...More rooms to explore...more things to do...

Cosmic Osmo is living proof of the prediction made by Accolade boss Randy Thier in last months ACE that game designers are going to start demanding memory storage capacities of enormous proportions. Bruce Davies of Activision underlines this point when discussing Cosmic Osmo - 'we are going to see games on two or even more CD Rom disks' such are the memory requirements for the next generation of games.



Osmo at home. He's cute, he's kind to children, and he loves music.



Wandering around in Osmo's house, you discover his easel and canvas. You wouldn't dare scribble on THAT would you...yes you would, and you can use Mac drawing tools in the process.

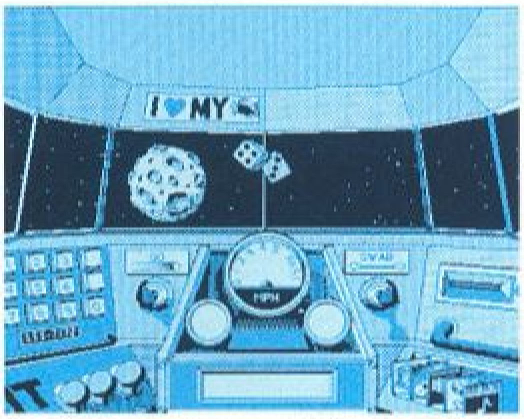
SIZE ISN'T EVERYTHING, BUT...

What makes Cosmic Osmo special is its size. It's the biggest computer game ever created - weighing in at a whopping 3 million Bytes – and comes on six disks that have to be installed on a Macintosh hard disk.

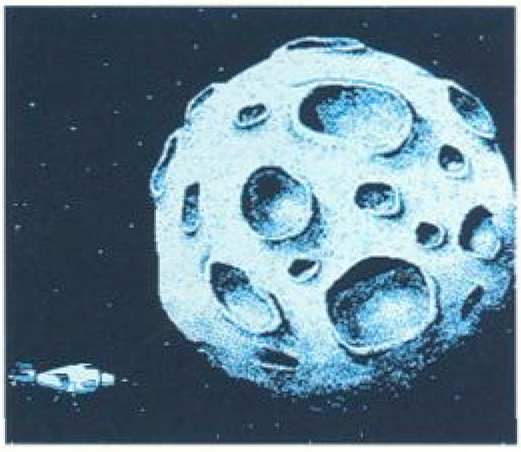
The predecessor to Cosmic Osmo was Manhole, a CD-ROM Mac title that was actually 5 million Bytes - but that was not strictly a computer game. Any way you look at it, Osmo is ten times larger than the next biggest computer game ever coded.

If this sounds big prepare for something even bigger because Osmo's creators - brothers Robyn and Rand Miller of Cyan Software - are now working on the CD Rom version of Osmo - which will in turn be more than twice the size of this six disk incarnation. This will be a huge 7 million Bytes. Compare these vast amounts of computer code to an average computer game which is approximately 300 - 350,000 Bytes and the difference in size becomes apparent.

It is not just Osmo's sheer size that is significant but what it is used for, the way in which it is used, and the opportunities of using ten times the storage size of conventional games. To the player this boils down to more realism. The interface becomes less cumbersome. It's just like you were using your own legs to walk around Osmo's world, looking at things through your own eyes, examining them, and generally messing around.



Ready for a spin through the 3 megabyte universe.



MAC BOOSTER

The cliches that game reviewers get into have a lot to answer for. Cliches like 'worth buying the machine just to play the game'. Hyperbole aside it is still worth observing that certain new computers might not have made it through the credibility barrier without game software to prove how clever the new hardware was. Would the Archimedes have got through the credibility gap without Zarch? The ST without The Pawn - and the Amiga without Starglider? Can you imagine a Nintendo without Super Mario Bros I and II and could the PC Engine have cut it without R-Type?

You may think that the Macintosh has nothing to prove - save possibly, in the games play stakes. Cosmic Osmo is the game that changes this - winning the Mac its spurs in the games playing arena. We're not going to suggest that you fork out for a Macintosh Plus, Mac II, or SE just to play Osmo but the game is a significant mile stone in computer game development whatever machine you own.

D·O·M·I
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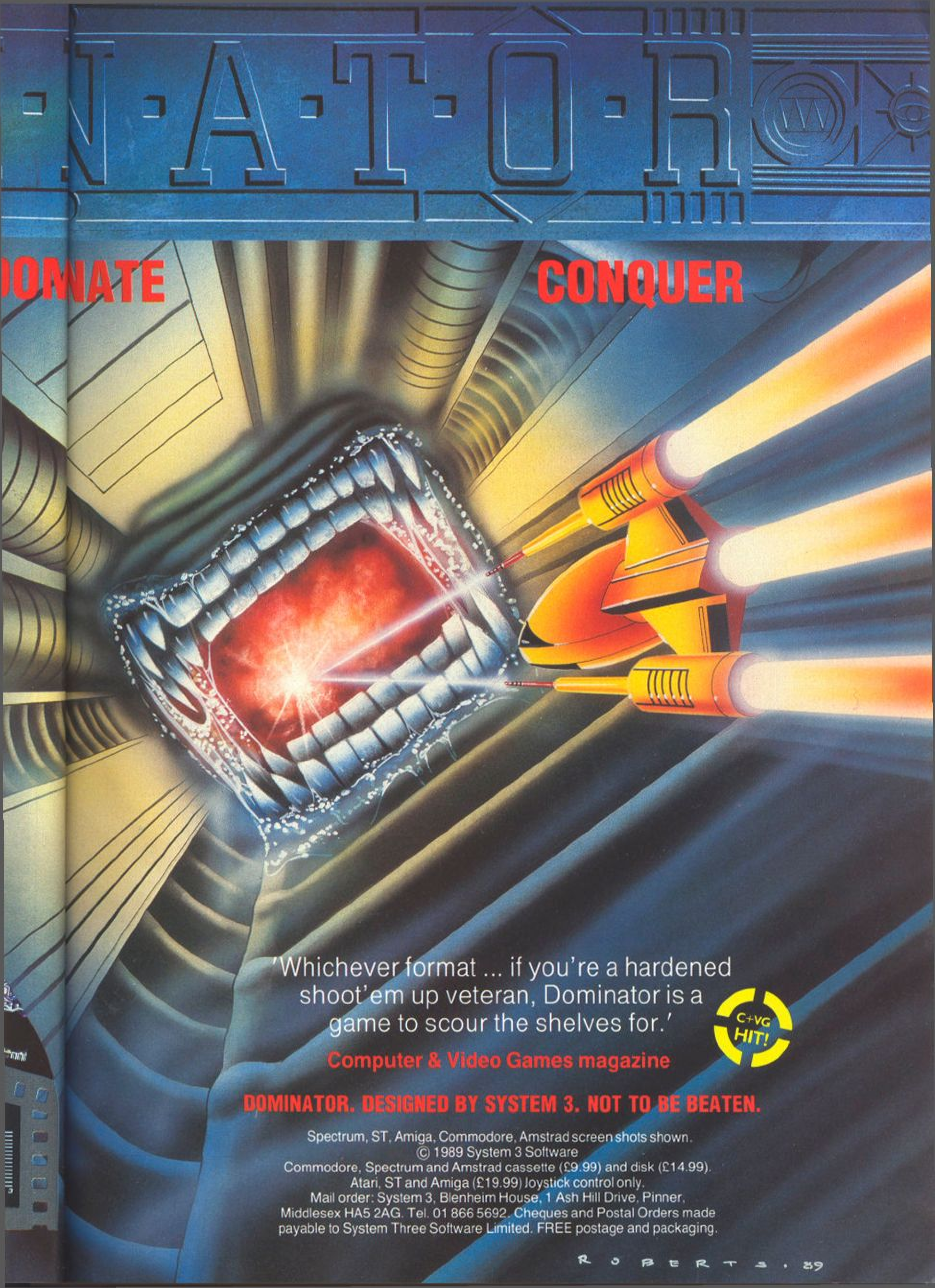

'Whichever format ... if you're a hardened shoot'em up veteran, Dominator is a game to scour the shelves for.'

Computer & Video Games magazine

DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN.

Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown.
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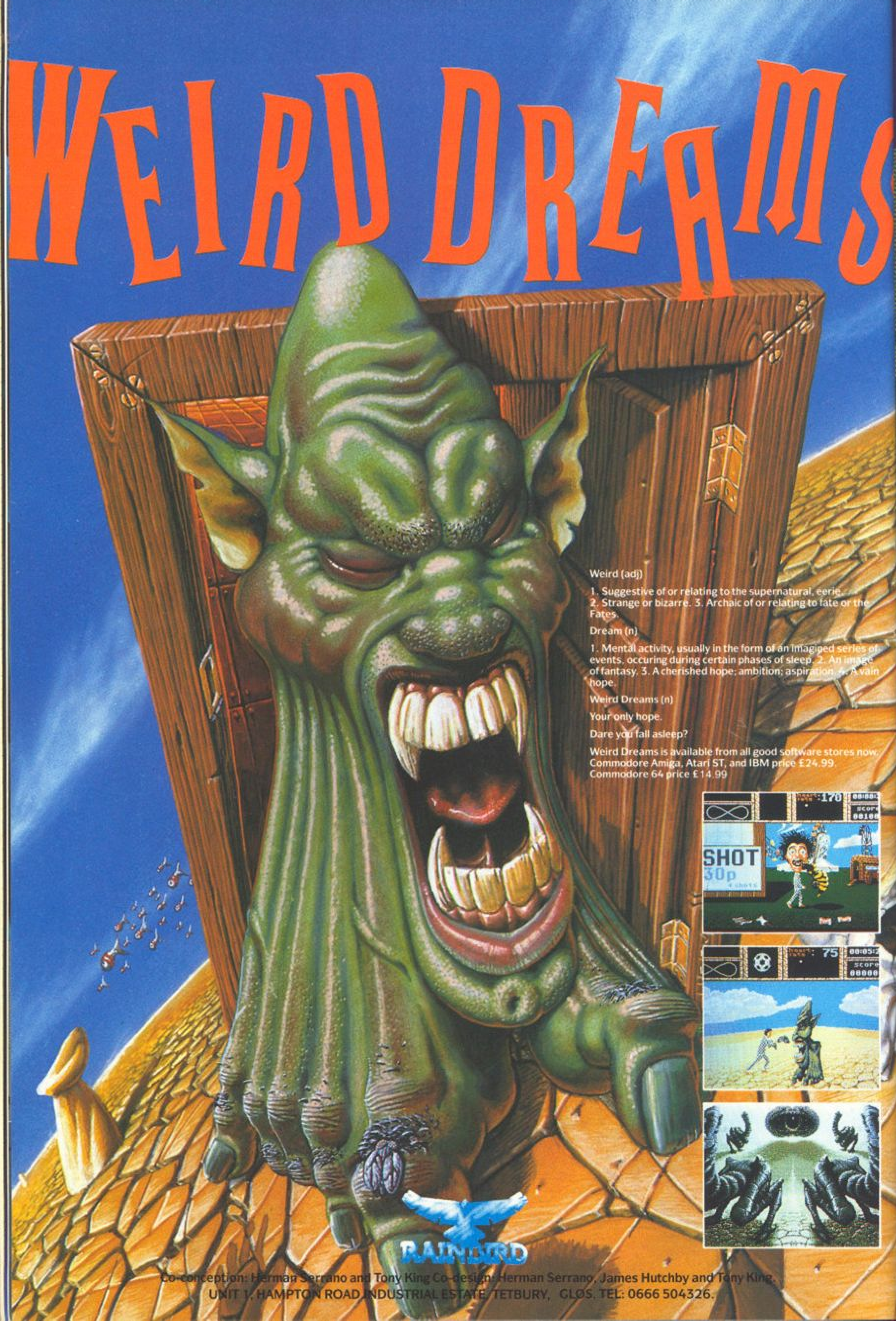


WEIRD DREAMS

Weird (adj)

1. Suggestive of or relating to the supernatural, eerie. 2. Strange or bizarre. 3. Archaic of or relating to fate or the Fates.

Dream (n)

1. Mental activity, usually in the form of an imagined series of events, occuring during certain phases of sleep. 2. An image of fantasy. 3. A cherished hope; ambition; aspiration. 4. A vain hope.

Weird Dreams (n)

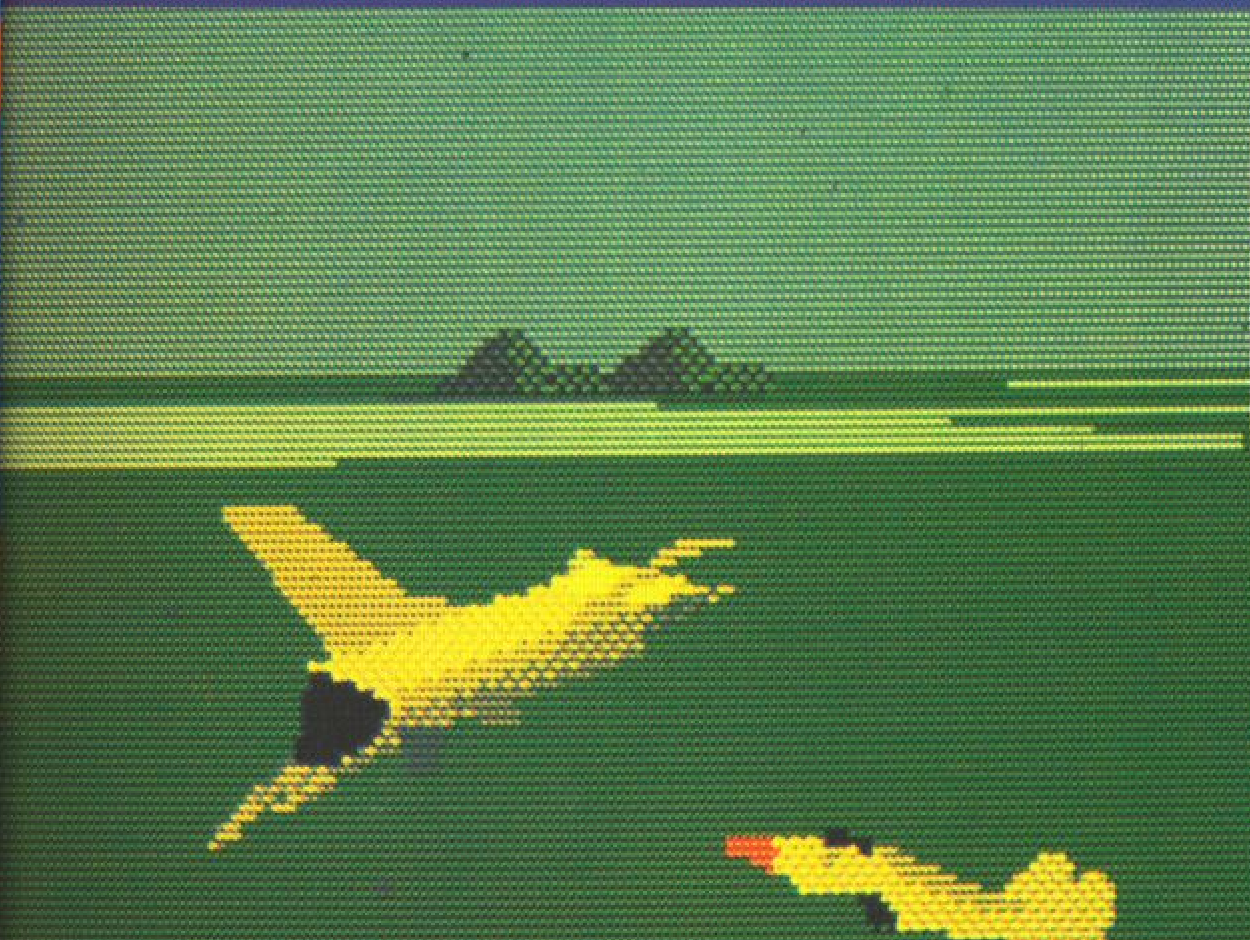
Your only hope.

Dare you fall asleep?

Weird Dreams is available from all good software stores now. Commodore Amiga, Atari ST, and IBM price £24.99. Commodore 64 price £14.99

Co-conception: Herman Serrano and Tony King Co-design: Herman Serrano, James Hutchby and Tony King.
UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.

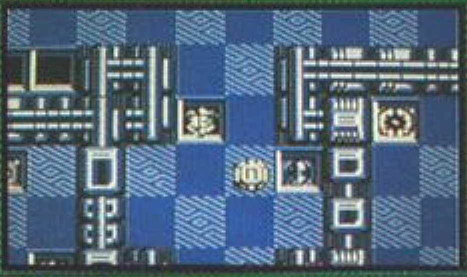
SCREEN TEST



***Falcon Mission Disk* – the brilliant new world add-on to the already brilliant Falcon means that Spectrum Holobyte and Mirrorsoft will keep you in the skies for a few thousand more flying hours. Strap yourself in on page 65.**

CHAPTER FOUR...
THUNDERBIRDS
COUNTDOWN TO DISASTER!

Thunderbirds are finally go on your micro. Discover how International Rescue - Parker, Lady Penelope, Brains and the rest - make the transition on page 57



Citadel - it may play a wee bit like *Paradroid*, but is there anything wrong with that? We thought it was good enough for an ACE rating. Find out why on page 62

THE ACE REVIEWING SYSTEM

PIC CURVES

This unique feature to the ACE reviewing system charts the interest level that a game stimulates over a period of time. The curve is accompanied by a comment to explain why it's the shape it is.

GRAPHICS

This rating considers all aspects of the game's graphics and is 'version-specific' so the limitations of each machine are taken into account. A good-looking Spectrum game will thereforee score higher than an average-looking Amiga one.

AUDIO

The music and sound effects are rated here. Once again it is version-specific and a high rating is possible on even limited machines like the Spectrum and PC.

IQ FACTOR

Just how much thought is required to get the most from the game? Shoot-em-ups are lucky to score three, while *Balance of Power* is a nine all the way. Puzzle games like *Xor* and *Boulderdash* will also score highly, but simple exploration games will not because they involve no deductive processes. Even platform games like *Nebulus* involve plenty of brain bending and therefore score well.

FUN FACTOR

Basically this is a measure of mindless addictiveness. Games like *Arkanoid* and *Flying Shark* require virtually zero brain power but are still remarkably addictive. Most coin-ops score well here because they are designed for instant satisfaction. Games don't have to be *either* fun *or* intelligent – they can be both.

ACE RATING

This is not just plucked out of the air – it directly correlates to the area under the Predicted Interest Curve. To get a really high rating a game will not only have to be very addictive but stand the test of time as well. Just because a game does not get over 900 does not mean we are not recommending it – the following is a general guide to what the ratings mean.

900+ A classic game, recommended without reservation.

800-899 A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700-799 Still highly recommended, but probably has a couple of aspects to the gameplay that take the edge off it.

600-699 The 'fair' zone, where it tends to be very good 'if you like that sort of thing'.

500-599 This still has good things going for it, but the game clearly has some noticeable problems.

400-499 Problems with gameplay and programming make this an inferior game.

300-399 Not only is the gameplay bad but the design was probably flawed in the first place.

200-299 Things are getting really serious now...

100-199 ZX81 games running on an Amiga.

Under 100 Nothing has ever achieved this appalling level of rating. If anything ever does, it wouldn't even be worth having it for free.

ARCADE ACCURACY

This is a measure of the competence of a conversion of a coin-op. It does not reflect on the gameplay at all, but on how close the programmers have got to the original arcade game, given the limitations of the computer it's on.

VERSION BOXES

This covers version-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be covered as an update in a later issue.

THE TEAM

Steve Cooke and **Pete Connor** should be familiar to ACE readers – they were the original editors of this award-winning magazine. **Pete** used to be editor of Amstrad Action and worked on Personal Computer Games before launching ACE. **Steve** is known to thousands through his many other previous identities, including Zzap!'s White Wizard, The Pilgrim, and Old Baldy.

Eugene Lacey is the man who put Britain's top-selling games magazine, C&VG, on the map. Luckily for us, Eugene got fed up with writing for 8-year olds and decided the time had come to tackle thechallenge of ACE magazine. As one of Britain's most experienced games journalists, his word is LAW.

Ciaran Brennan should need no introduction. Formerly editor of Zzap! magazine, he's now deputy editor of The One and an honorary ACE reviewer.

Julian Rignall, formerly UK Coin Op champion, former editor of Zzap!64, and the man with his name on more hi-score tables on Brighton Pier than anyone else.

Mike Pattenden is the editor of Commodore User – so he ought to know what he's talking about when it comes to C64 stuff. But he knows a thing or two about the Amiga, and is no dummy when it comes to the Atari ST, the IBM PC, the Amstrad CPC, the Nintendo, the PC Engine, the Sega, the Spectrum....and as if that weren't enough, our Mike also does a nifty little sideline in articles for The Face.

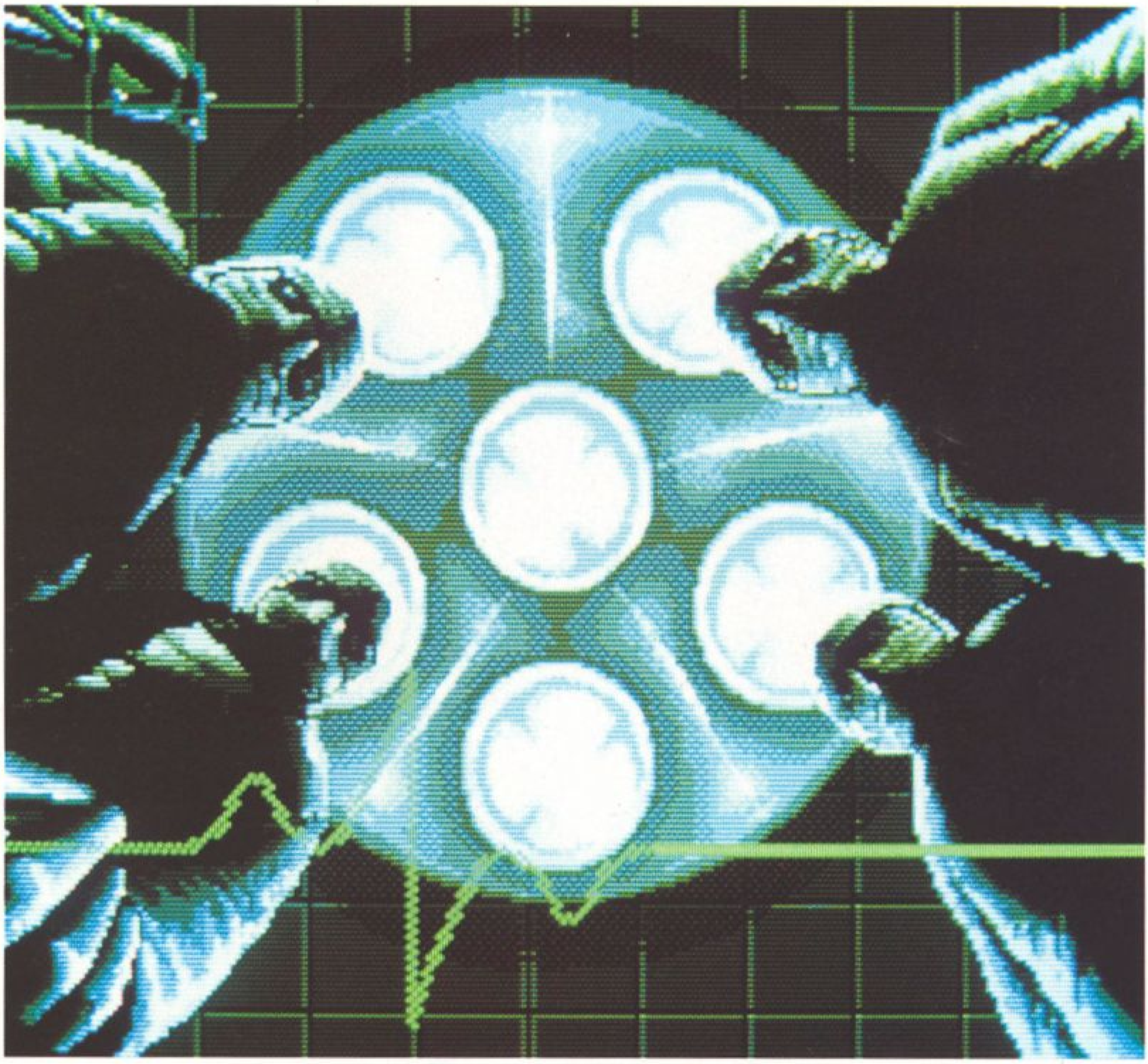
Mark Patterson has put in two and a half years of games slavery for Commodore User and C&VG and knows everything there is to know about RPGs.

Now he's a hungry cub reporter on ACE and he'll be bringing all his experienceto bear on the games that matter.

We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly – now you can too.

WEIRD DREAMS

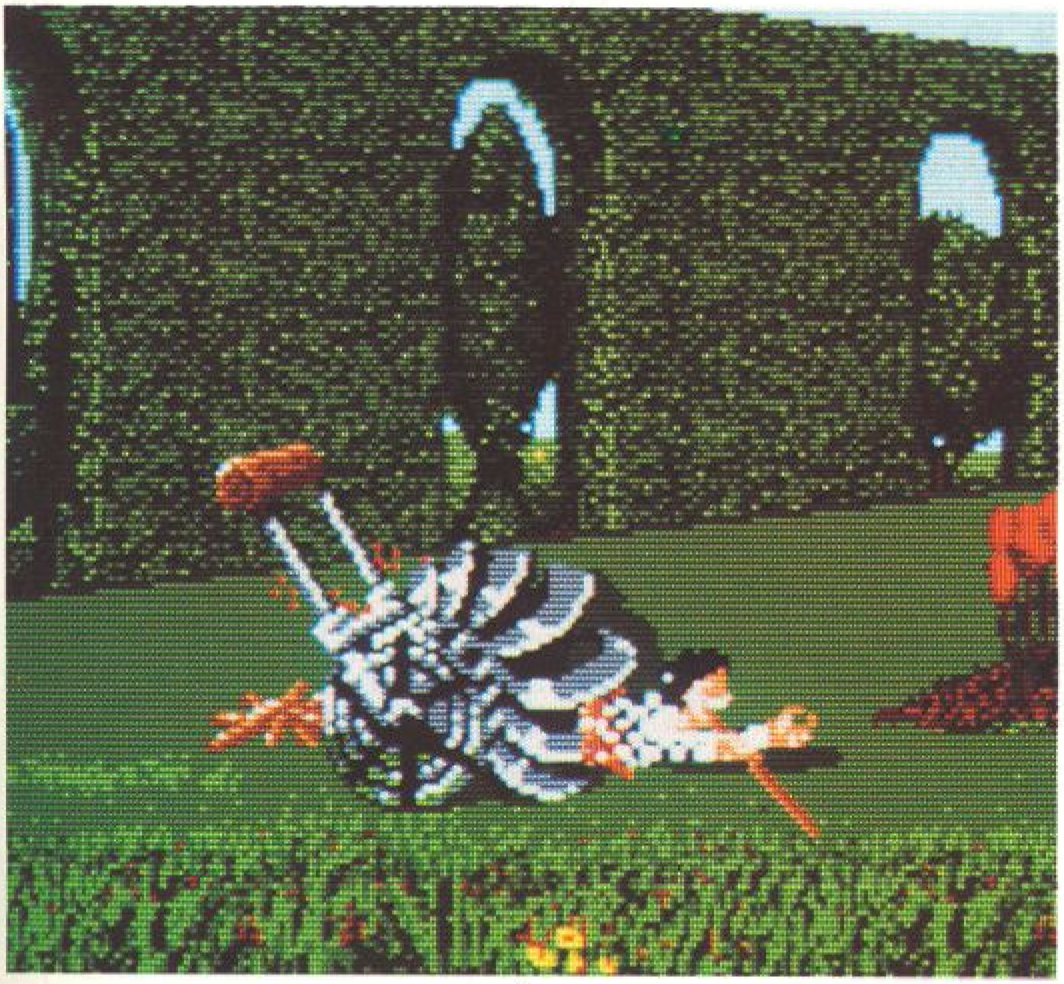
RAINBIRD nod off into danger



You begin your journey going under the knife. Will you survive the op? This time you have the power to live or die by seeking out the four orbs. Film references abound in this game, like this scene from that corking old David Niven film 'A Matter Of Life And Death'.

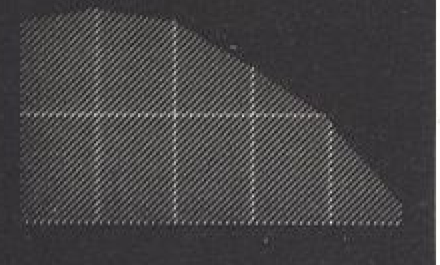
AS the anaesthetic takes effect, you lose consciousness, possibly for the last time. You feel yourself floating above a sea of clouds, still dressed in your pyjamas. You hang for a second in the air, then you fall slowly towards the surface of the sea, tumbling over and over, until you disappear into it as a tiny point of light. The light spreads through the clouds until all you can see is white. Is it a nightmare, or is it a Weird Dream?

Artist Herman Serrano and programmer James Hutchby have created a very disturbing



As you stroll across the lawn you noticed the flowers and gleeful topiary work around you, and you sigh. The strains of English Country Garden waft on the breeze... but what is that strange whirring and slicing noise?

PREDICTED INTEREST CURVE



Original computer entertainment slightly spoilt by a lack of control over events. Brilliant fun – but it might not last that long.

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AMIGA	£24.95dk	IMMINENT
C64/128	£14.95cs • £19.95dk	IMMINENT
IBM PC	£24.95dk	AUTUMN

game indeed. You may remember the game was used in a pre-production form by the ITV Saturday morning program, Motormouth, as part of their weekly competition. The scenario is that you are a love lorn type, who spurned by the one he loves has sunk into depression and illness. (If you think that's worrying, wait till you hear the rest of it.)

The practical upshot of all this is that he must undergo surgery, and as a result of this surgery he is put under the anaesthetic and sees his struggle for life figuratively displayed as a collection of Weird Dreams.

The dreams are the separate games you have to play to live, in other words, and you have to pick up four 'orbs' to survive the op. Yep, there is a task involved here, but the way you solve it changes with each dream. More of this in a moment.

The thing which makes this not just another game, more of a benchmark in the history of computer gaming, is the way the *idea* and the *implementation* are blended together by the two men working on the program. What this means is that the crazy graphics and unsettling animation would be as nothing without the very subtle programming tricks underneath them.

Every object seems to have an unlimited supply of animation frames. How this is crammed into memory I don't know, but it certainly makes all the difference to the cartoon quality animation. The play of the game is perhaps a bit too much like *Dragon's Lair*, being more of a guiding exercise than total control. This is in keeping with the nature of dreams (like when you try to run away from something and you find yourself running in slow motion) but you may well fancy a bit more of a say in how the game turns out.

The game dreams themselves are very originally designed. It would have been easy to tack a few graphically interesting intro and outro scenes onto an idea like this, and then just make it a lousy *Wally Week* clone. But no, each game has its own problems and its own solutions. In one scene you are faced by a giant wasp which carries an orb, and you have to make it drop the thing without getting stung yourself. When you do get stung, and believe me you will, your head bulges out like a balloon.

This is an example of the kind of cartoon exaggeration that pervades the animation, and one of the strongest design points of the game. The garden sequence is another case in point, where you are bowered by a lawnmower with rotating knives, and even the flowers are out to get you.

I liked *Weird Dreams* a lot, but the worst thing about it was that I wanted more but there wasn't any. There's only one disk, and I wanted to play still after it was over. I guess this is one way of warming up for a sequel, but it can be a little bit unsatisfying. Still, brushing this lightly aside, it is a good game, and has a flavour of its own which I guarantee you will have difficulty shifting from your brain.

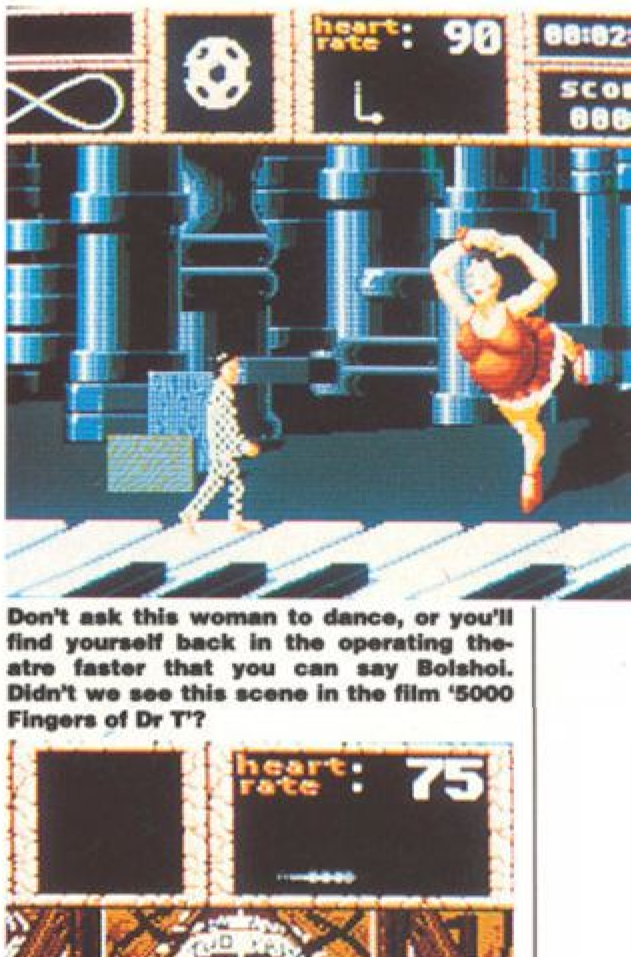
● Phil South

ST VERSION

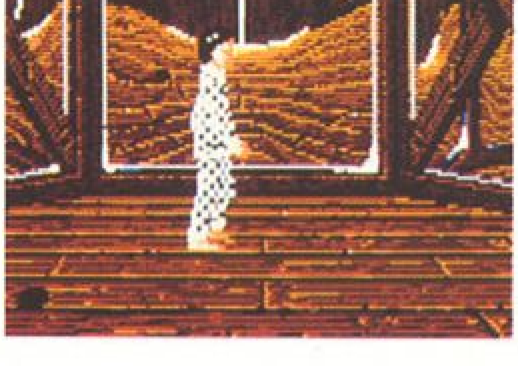
The game is designed for the ST, so this version is of course very good. A cunning use of stippled graphics gives you the impression of there being more colours than there actually are on screen, and the texture effects are effective and fitting. Sound is good overall, but I wondered all the time what it would sound like on an Amiga. A very subtle treatment of what could have been a very over the top product.

GRAPHICS	9	IQ FACTOR	7
AUDIO	6	FUN FACTOR	9

ACE RATING 830



Don't ask this woman to dance, or you'll find yourself back in the operating theatre faster that you can say Bolshoi. Didn't we see this scene in the film '5000 Fingers of Dr T'?



Open the mirrors by touching them. Behind each mirror lurks a rescue or sudden death, and you know what they say about dying in your dreams. Notice the interesting way your reflection wibbles as you walk along. Could these be funhouse mirrors?

JACK NICKLAUS'

GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

ACCOLADE'S Big Bear takes on Leaderboard

THE wit who observed that a game of golf was a perfectly good way to spoil a walk obviously didn't know about computer simulations; that way you don't even have to put in the legwork.

You might wonder whether another golf sim is superfluous nowadays. After *Leaderboard's* superior score, why should potential competitors even bother to leave the clubhouse? But Accolade appear to have learned from the leader, refining its techniques.

As Jack Nicklaus strides towards the first tee, first impressions are that Accolade courses are extremely exclusive. It's not a question of flashing your Platinum Amex card, but having to identify the numbered holes on one of those anti-piracy sheets which are printed grey on deep red, a colour combination that not only makes photocopying impossible but also beggars your eyesight.

Still, if you pass that test, you're welcomed to the greens with a good choice of options. First off you decide where to play: either Castle Pines, Colorado or Desert Pines, Arizona – both courses that Jack built. Alternatively, you can choose to play 18 of Jack's favourite holes from around the world; and with locations as far apart as Pebble Beach and St. Andrews, just be grateful you're spared the walking.

A nice and novel option is the opportunity to play either stroke play or skins, which adds an extra element of gambling by putting a price on each hole. Tie a hole and and the amount is carried on to the next round, adding a real edge to the play. Up to four people can take part, or you can allocate pre-defined computer players, though some of these take an age to swing, which lessens single-player skins appeal.

Next up is a map of the hole with details of the par and distances from the tees used by pros, men and women. Micro golfers used to having their course maps in booklet form may find this inconvenient, but the overhead view can always be summoned by pressing 'O'. You also get a play hint from Nicklaus himself.

After that your game of golf continues much like any other: once you've selected a club, you choose the direction of the shot, allowing for wind – this has little effect at Beginner level, but will give you problems if you ascend to Expert. Then click the joystick button or key three times. The first click starts the backswing, while the second controls the distance (indicated by a graduated scale). The third click strikes the ball, with a left or right drift if you're unlucky.

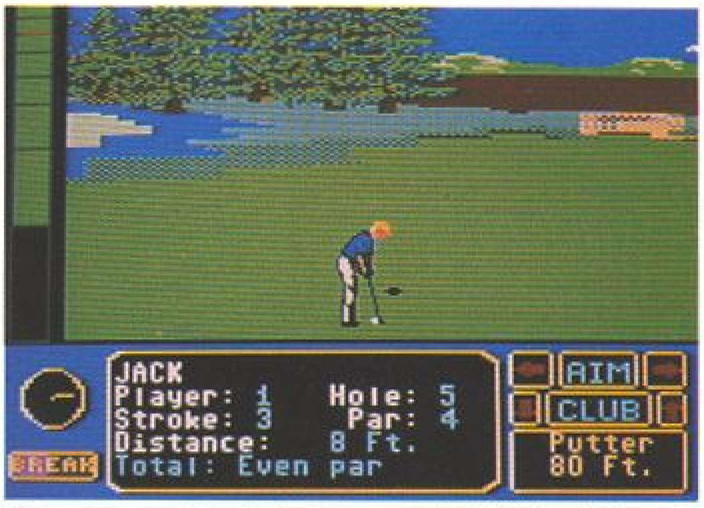
This is all traditional stuff and one might regret that Accolade haven't looked for a more original control system. Judging when to press fire has been a staple of golf sims since the Spectrum. But they have made efforts in the scenery department, which compensates for all that button pushing.

You may miss out on the exercise but there's a great sense of place as each view of the course, with your golfer centre screen, draws itself. The detail is quite superb – particularly appealing is the oasis setting of Desert Mountain – and you can even change the perspective.

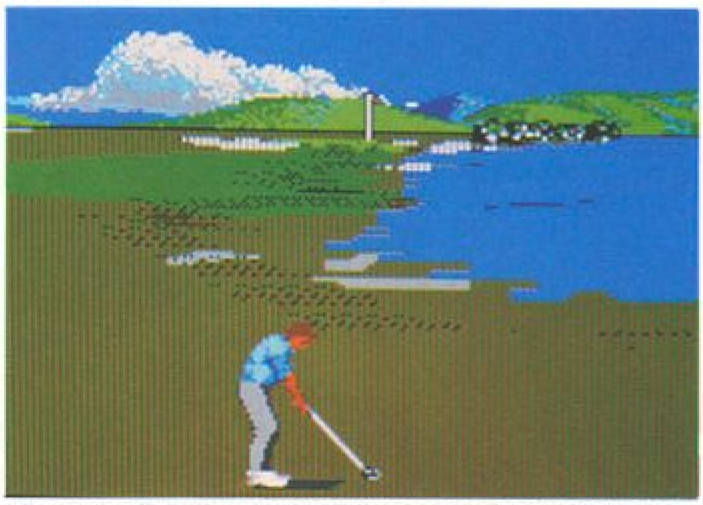
But there is a slight downside to the graphics. While EGA on a fast PC is superb to look at and appears quickly, the C64 takes longer to draw and God created the world faster than a bog standard PC with CGA takes to create an orange and yellow view. Maybe you should take that stroll while it appears.

But these are only minor complaints. From the tee to the putting green, this golf sim excels. The courses are interesting and Nicklaus's choice of holes is particularly challenging. Providing Accolade produce extra courses – and some are available in the States – this game should give *Leaderboard* a run for its money.

● John Minson


JACK
Player: 1
Stroke: 3
Distance:
Total: Even par
Hole: 5
Par: 4
8 Ft.
AIM
CLUB
Putter
80 Ft.

On-screen overhead views may make judging distances more difficult but on-screen details tell you how far you are from the hole



Preparing to swing, perspective can be changed by moving the direction indicator to either side of the screen.

PC VERSION

As always, CGA is a psychedelic nightmare but with EGA this should wow landscape gardeners as well as golf fanatics. It's easy enough to get into but challenging enough to keep you playing.

GRAPHICS	9	IQ FACTOR	8
AUDIO	0	FUN FACTOR	9

ACE RATING 870

C64 VERSION

A superbly enjoyable golf game. Great graphics, albeit a little slow, nice spot sound effects, challenging course and the option to play for money make this one of the best of the type.

GRAPHICS	8	IQ FACTOR	8
AUDIO	7	FUN FACTOR	9

ACE RATING 882

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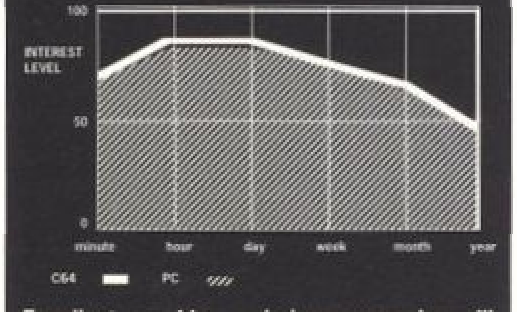
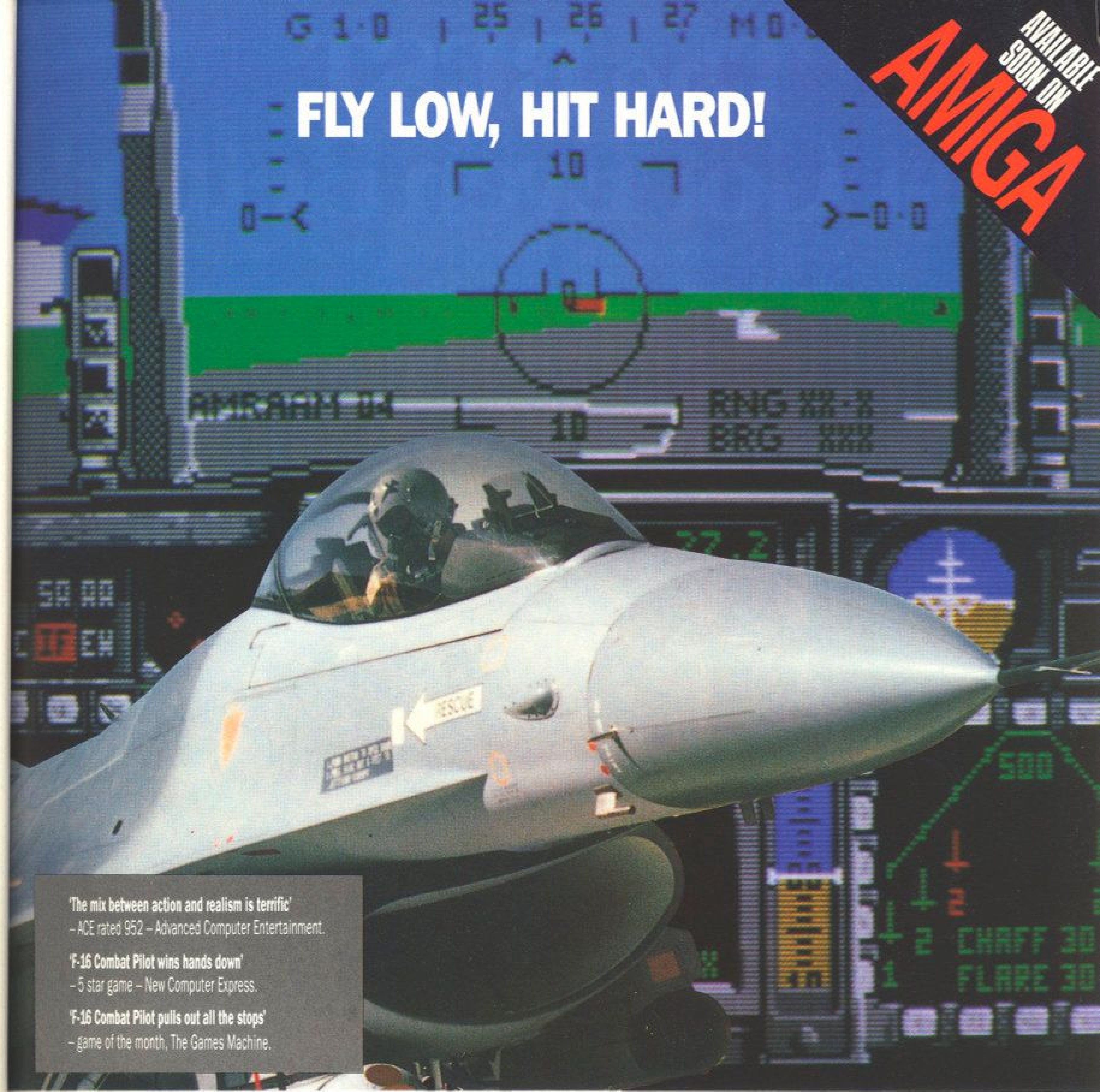
PREDICTED INTEREST CURVE



Excellent graphics and deep gameplay will keep you on course for a long time.



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'F-16 Combat Pilot pulls out all the stops'
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Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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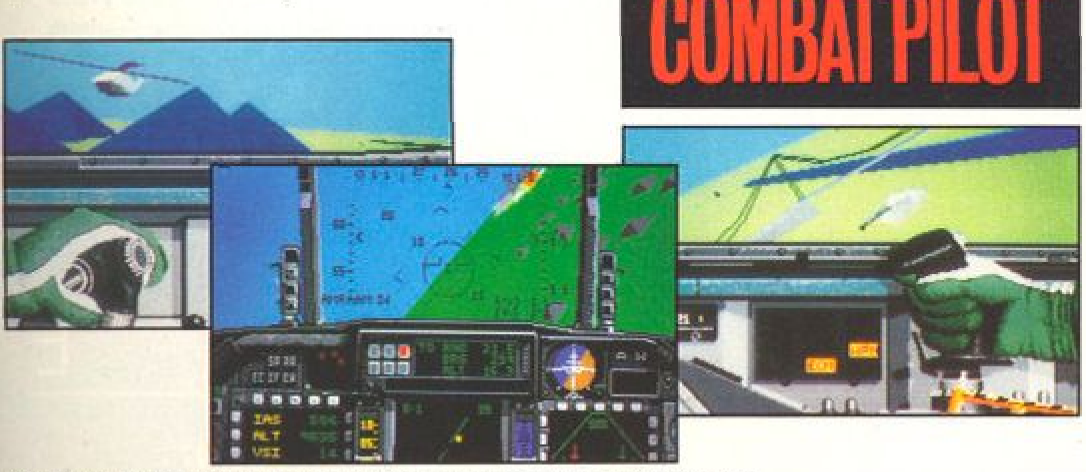

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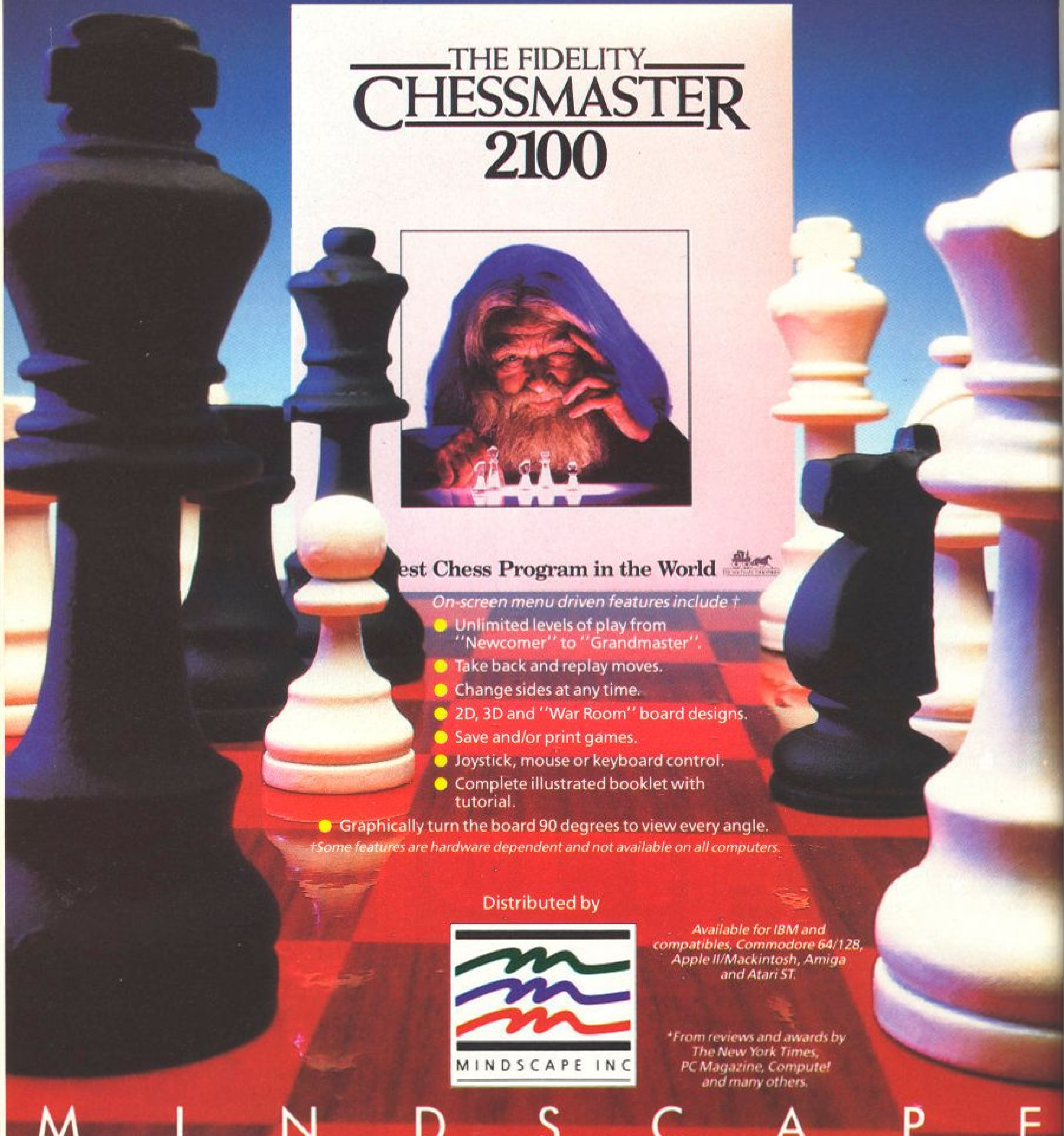

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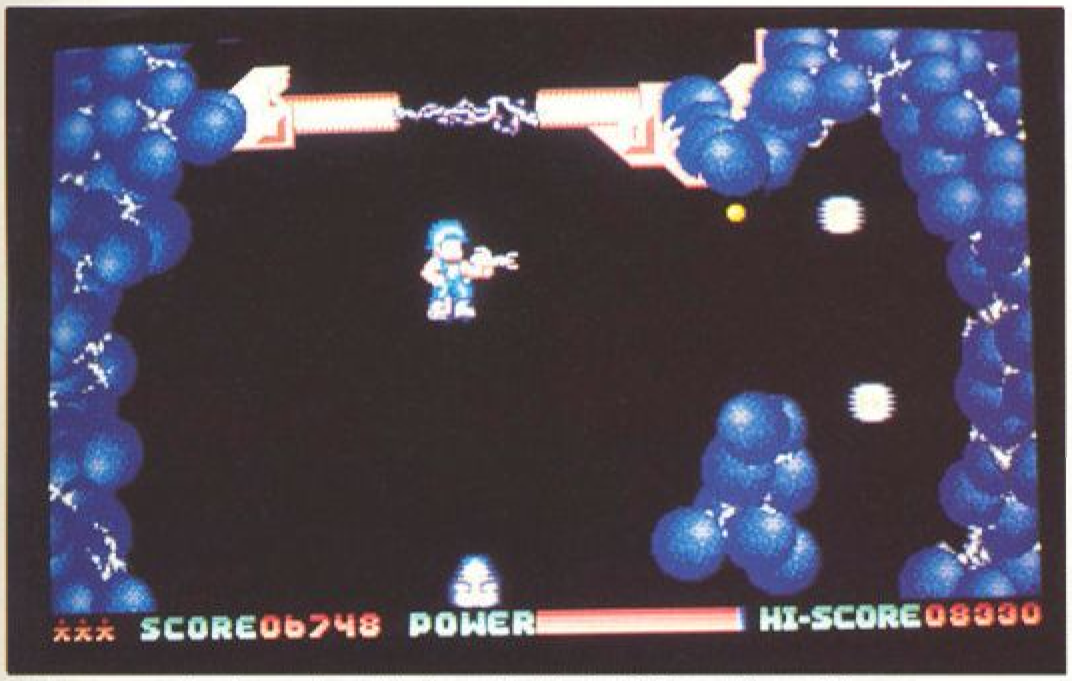
TRAINED ASSASSIN

DMS practice GBH on some ALFs



Take a wrong turning and you'll get crushed to death in an alien cul-de-sac

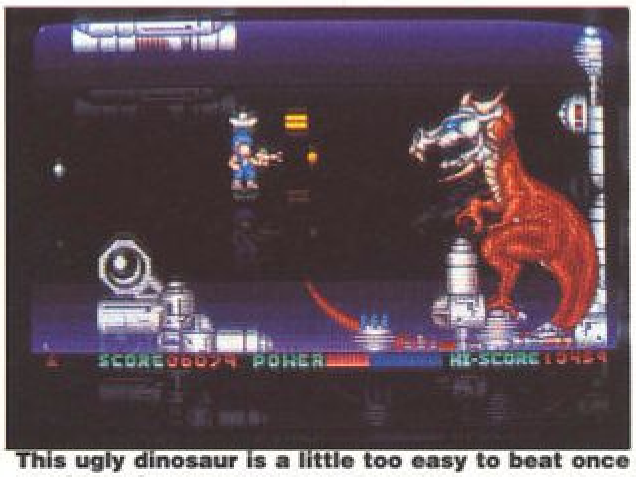
KING Rhizoflagellates must certainly have annoyed someone, because you've been sent round to do him in. What no one told you, however, is that before you even reach him you've got to make our way through five scrolling landscapes populated by pretty heavy bodyguards.

Fortunately, there are plenty of weapons pods hanging around (each one labelled with an appropriate letter) which you can use to customise the weedy pop-gun you begin with. Most impressive of these is the Power Blast, which will despatch just about anything smaller than the end-of-level guardians, but others are equally useful in certain situations. The Lazer is a handy jack-of-all-trades blaster with rapid fire and the strength to make short work of most meanies; the Wing gives you an overhead outrider which is vital for level two's upward vertical scrolling, the Orbit Ball is a similar outrider beneath you, vital for level four's downward scrolling. Other useful items include Shields, Lectro Blasts (for very handy short-range annihilation) and Exterminators, which destroy aliens on contact.

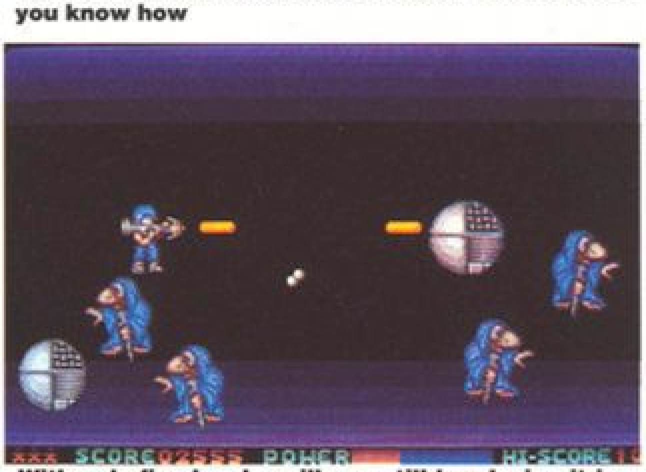
With all this weaponry available, you might think reaching the King is going to be simply; in fact, it's made much harder by a couple of things. Firstly, the game scrolls independently of your movement, so you can get trapped on parts of the landscape: take a wrong turning or simply hang around too long and you'll get crushed to death by masses of metal or globs of innards. Secondly, at the end of each level there's a huge guardian which prevents passage to the next stage. These take a lot of hits before they even start worrying, and in the meantime they spew bullets which reduce your power meter very quickly.

Where *Trained Assassin* fails is on its lack of lasting interest. Five levels aren't much for £25, however beautifully they're drawn and animated (and some of the end-of-level aliens are exceptional) - when it comes down to it, it's just another shoot 'em up: standard alien attack patterns, a greater challenge at the end of a level, and some neat customisation to pick up along the way.

If its lack of originality doesn't bother you, there's another problem. Varying the scrolling direction is all well and good in theory; in practice it makes some stages frustratingly hard. You can get through Level One with almost maximum power, only to have all your lives wiped out on the second stages because aliens comes from below or above and you haven't got the weaponry to cope with it. Once you lose a life, the game resets you at the start of a level without any of your useful add-ons, so you can too quickly find yourself in a frustratingly tight situation.



This ugly dinosaur is a little too easy to beat once you know how



With only five levels, will you still be playing it in a month's time?

Both these criticisms are no barrier to the serious shoot 'em up addict, though, and some of the graphics are definitely worth checking out. The sound is not half as impressive - a bland title tune and some unspectacular in-game effects take some of the atmosphere away. It does have some good touches: the control method allows you to fire while retreating just by holding the fire button down - a very useful option in tight situations - and the weapons are all well designed and genuinely useful for specific situations - and the weapons are all well designed and genuinely useful for specific situations. On the whole, though, there's no high-speed action to keep you coming back for more and not enough levels to sustain interest. If you buy this, you'll think it's a 'nice' game for a while, but in a month's time it'll be collecting dust on the shelf.

● Gordon Houghton

AMIGA VERSION

Not the greatest shoot 'em up in the world, but some impressive graphics make you keep playing to see just what's round the corner. The sound could have been utilised better and the action could have been more frenetic, but it's still worth a look.

GRAPHICS	**7**	**IQ FACTOR**	**8**
AUDIO	**40**	**FUN FACTOR**	**5**

ACE RATING 705

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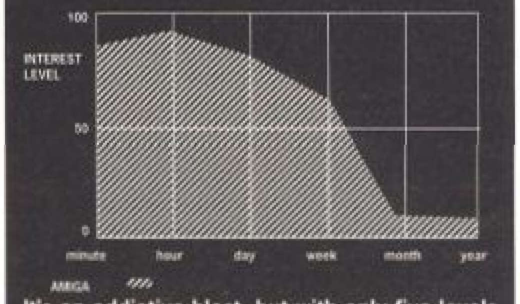
PREDICTED INTEREST CURVE



It's an addictive blast, but with only five levels it won't take too long to complete.

CIRCUS ATTRACTIONS

GOLDEN GOBLINS head for the Big Top

ROLL up, roll up ladies and gentlemen, (as this review just had to begin) and welcome to the Big Top! We've already seen Tynesoft try and fail to capture the atmosphere of the circus in their disappointing *Circus Games*: can Golden Goblins make the sawdust smell any sweeter?

They've certainly put together an unusual set of events: trampolining, tightrope walking, juggling, knife throwing and jumping clowns. One or two players can take part in training sessions (practice for as long as you like) or in an overall competition for which you're given a final score. As this is the average rather than the sum of your total marks you have to be good at all events to do really well.

Performing each act involves becoming familiar with the relevant joystick and fire button moves, which are more complex in some events than others. Tightrope walking is the most straightforward; just a question of keeping the artiste's balance as she moves and jumps under the computer's control. Knife-throwing is mainly a matter of positioning a target and refusing sticks of dynamite when they're offered to you in place of knives. Jumping clowns involves determining your trajectory as you attempt to hurl yourself at target seesaws. Trampolining and juggling are the most rewarding events; practice really does make perfect, and there's more scope than in the simpler events for improving your skills.

The controls take a little getting used to but once each procedure has been mastered, you can get quite a lot of enjoyment out of each event. A lot of attention has been paid to detail – there's a graphic illustration of the number of hits the knife-thrower's victim has received, for example – and there are plenty of humorous touches. The graphics are bold and colourful and the circus music emphasises the silly atmosphere.

On the other hand, what *Circus Attractions* doesn't have is long-term playability. It's good fun to play for an afternoon, especially with a friend, but although a couple of events are worthwhile there just isn't enough substance to the rest of them to tempt you back. *Circus Attractions* may be the best circus sim we've had so far, but there's still a lot of room for improvement.

● Kati Hamza

RELEASE BOX

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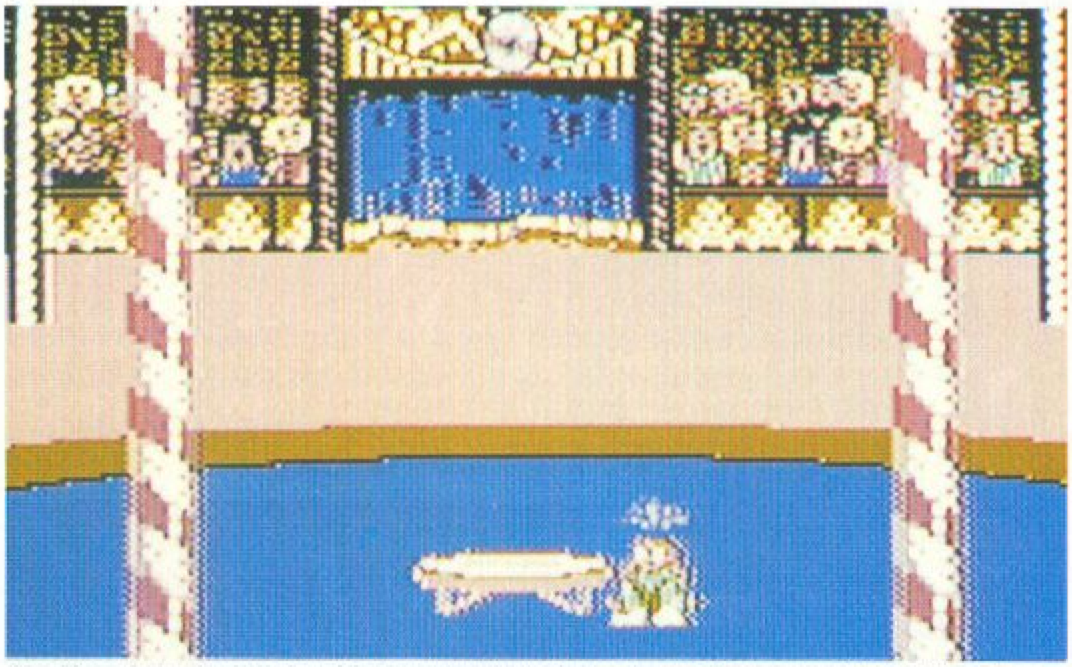
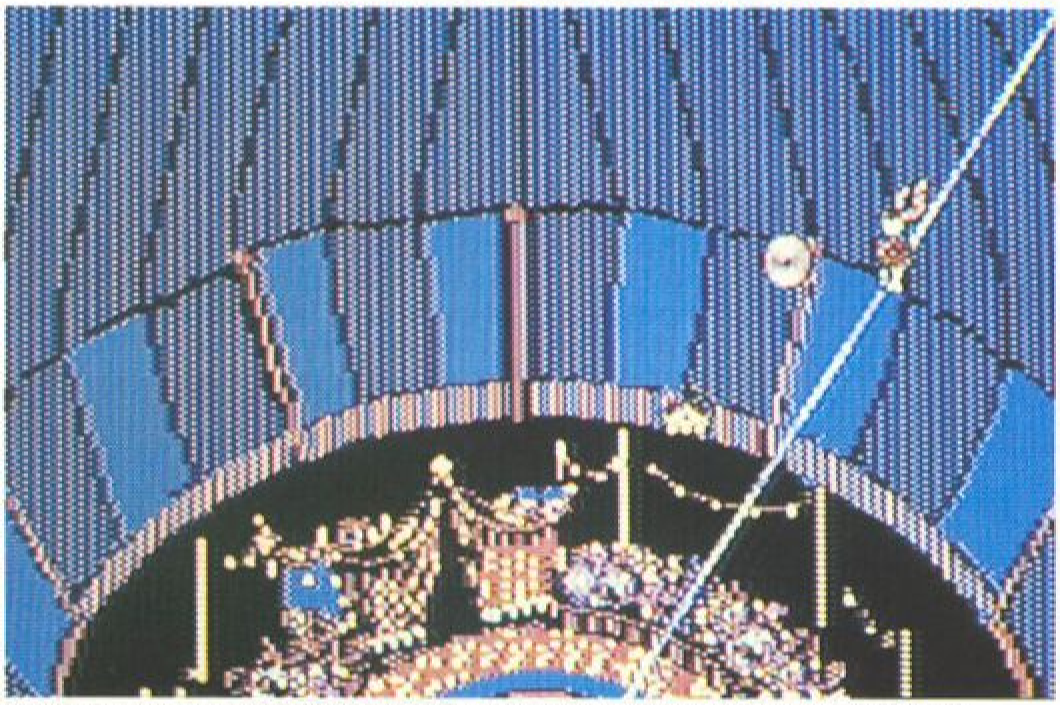


'He flies through the air with the greatest of ease'...and if he doen't bend the knees he'll break the trampoline."



There's not much to do here. Just keep her arms straight and she won't fall off.

PC VERSION

Unexceptional EGA and CGA graphics with, apart from the title tune, very little sound. There are a few more animated inbetween event screens, but thr problem of long-term playability remains.

GRAPHICS	5	IQ FACTOR	6
AUDIO	2	FUN FACTOR	7

ACE RATING 524

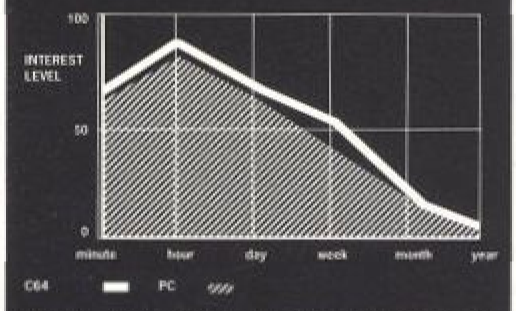
C64 VERSION

Colourful, if not very detailed graphics, combine with occasional pieces of circus-style music to make this an enjoyable short-term frolic. The scrolling and animation is technically pretty slick but more use could have been made of sound effects. There's a lot of multi-loading , which can get pretty tedious on cassette.

GRAPHICS	6	IQ FACTOR	6
AUDIO	2	FUN FACTOR	7

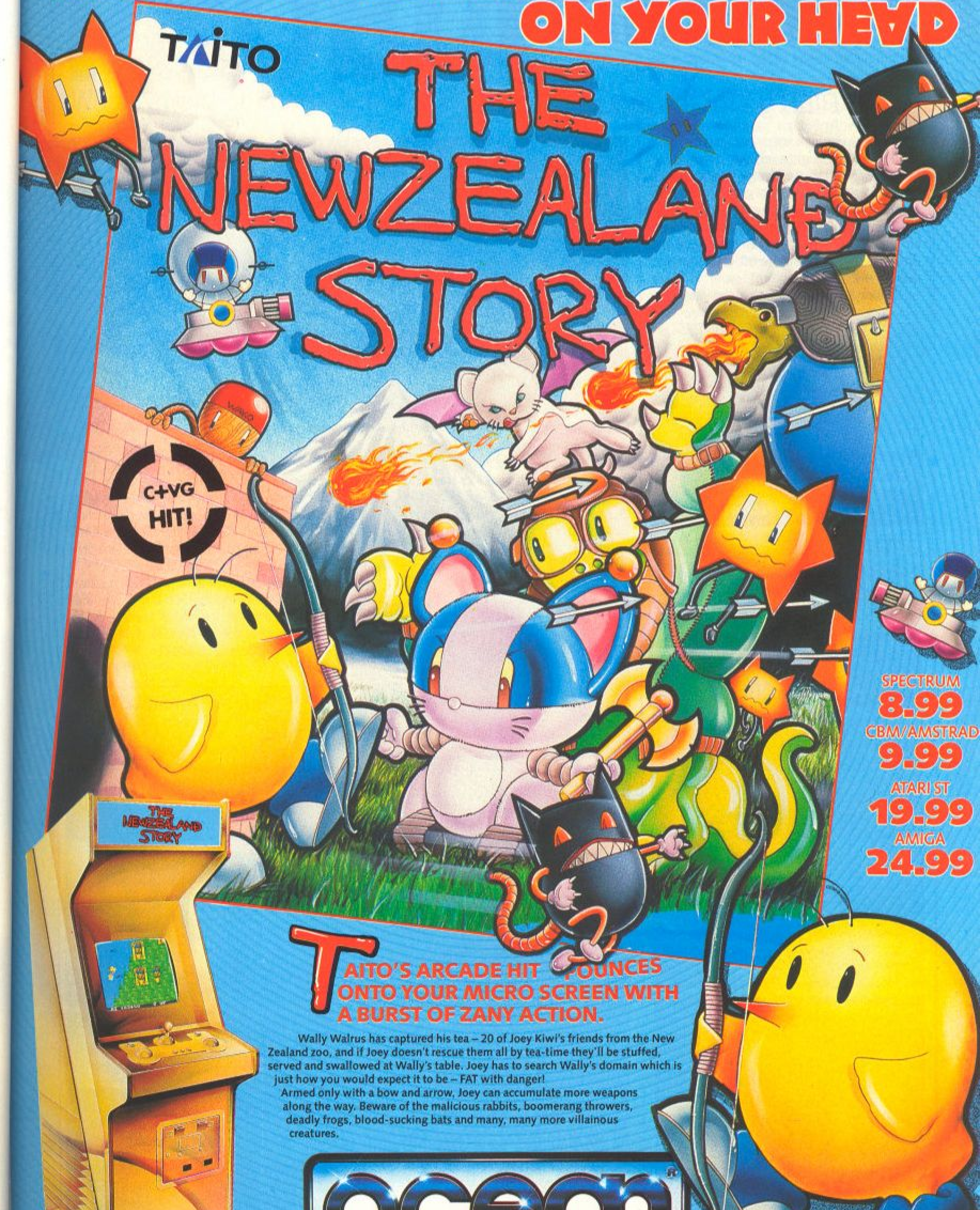
ACE RATING 582

PREDICTED INTEREST CURVE



There's just enough substance to keep you coming back once circus fever has worn off.

FUN FROM DOWN UNDER THAT WILL HAVE YOU STANDING ON YOUR HEAD



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TARGHAN

SILMARILS go for the jugular

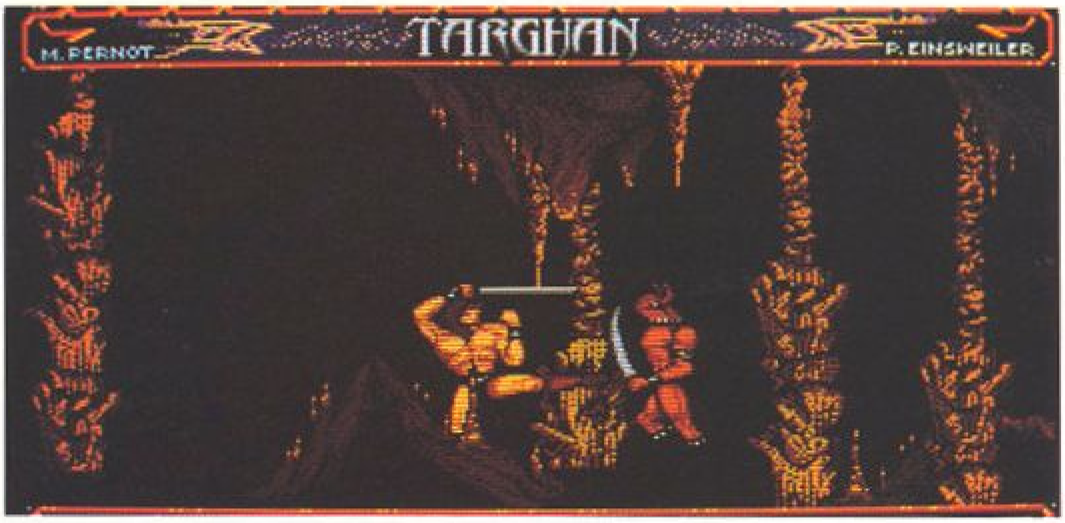
TAKE one look at this and you can't help noticing the uncanny resemblance to *Sword of Sodan*: the journey through woods under attack from grunting guards, the extra weapons, even the end-of-game screens are pretty similar. But the similarity stops where the gameplay starts: *Targhan* might look like *Sword of Sodan*, but it doesn't play anywhere near as well.

In their infinite wisdom, the fates have chosen Targhan to relieve the homeland of Endengahrn of the evil influences of a wicked castle far to the north. This involves travelling through the flickscreen forest pitted with entrances to underground passages, passing through the Mountains of Clorg and making a visit to a mysterious temple before finally reaching the walls of the castle itself.

Under attack from a whole range of suitably evil-looking characters, Targhan has no option but to defend himself using his sword plus extra weapons and bonus objects found on the way. Unfortunately the number of sword moves is severely limited (no overhead chop!) and on awkward bits of landscape you and your opponent can end up squashed into one area, unable to move or to score a hit.

All this amounts to is a bland, mediocre and heavily watered-down version of *Sword of Sodan*, made all the more tedious by the incredible disk access time. A game only for the incurable beat-up-up addict.

● Kati Hamza



Watch out for bits of scenery. Walking into sharp branches can knock you back a bit.

AMIGA VERSION

Unexceptional graphics and the usual catalogue of grunting, growling and hutting sound effects complement the mediocre action perfectly. Flick-screen action and disk-accessing as early as the third screen don't really make the most of the machine.

GRAPHICS	6	IQ FACTOR	2
AUDIO	5	FUN FACTOR	4

ACE RATING 488

ATARI ST VERSION

As dull as the Amiga version, with practically identical graphics and sound, although the controls seem to respond that fraction more quickly.

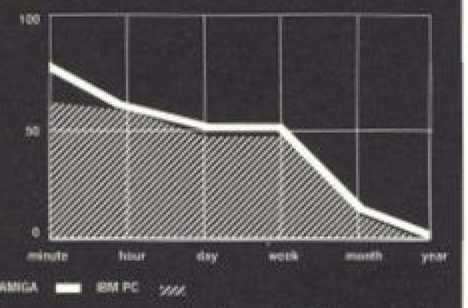
GRAPHICS	6	IQ FACTOR	2
AUDIO	5	FUN FACTOR	4

ACE RATING 488

RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£24.99dk	OUT NOW
IBM PC	£19.99dk	OUT NOW

PREDICTED INTEREST CURVE



Easy enough to get the hang of things but the dullness of the gameplay won't detain you...

IBM PC VERSION

The graphics are slightly more difficult to distinguish in CGA than EGA.

GRAPHICS	5	IQ FACTOR	2
AUDIO	2	FUN FACTOR	4

ACE RATING 435

CHUCKIE EGG 2

■ P'n'C, £19.95dk, Amiga and Atari ST versons reviewed

Ah, nostalgia! It seems only yesterday we were powering up our Spectrums and C64's to sample the latest in arcade adventures. Among all the sprites who followed in arcade adventures. Among all the sprites who followed in *Jet Set Willy's* pixels, *Chuckie* was more than just cholesterol.

Fast forward four years and that guaranteed favourite recipe of platforms and ladders merely produces a plain omelette. Will anybody scramble to buy *Chuckie* in these post-salmonella days? I doubt it.

The plot is as bland as egg-whites. *Hen House Harry* has to make his way around a chocolate factory, collecting the ingredients for chocolate eggs and the parts of the toys that go inside them. To complete his task he'll need other objects to help him pass certain hazards.

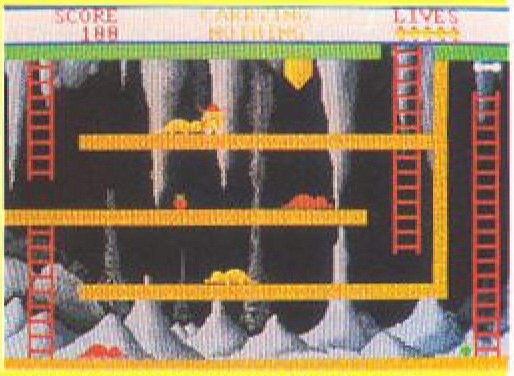
For example, travelling right from the first screen, there's a dog blocking the way. But descending a ladder to the caves reveals a bone. You don't need a PhD to work out that the two may be connected.

A degree in digital dexterity may come in useful though for negotiating the rats - at least I suppose these amorphous sprites are rodents - which haunt this exercise in jump and dodge. Pixel accuracy's required, though it seems somewhat selective about when it chooses to kill you. And dying takes you right back to the start. Yawn!

In short, an irritatingly tricky screen to start and it doesn't even offer much of an incentive to progress. The graphics are obviously an improvement on the 8-bit originals but the gameplay is patently prehistoric.

If this was a £9.95 cheapie it might just make the grade but at more than twice that, Chuckie's no yoke - it just lays a giant egg!

● John Minson



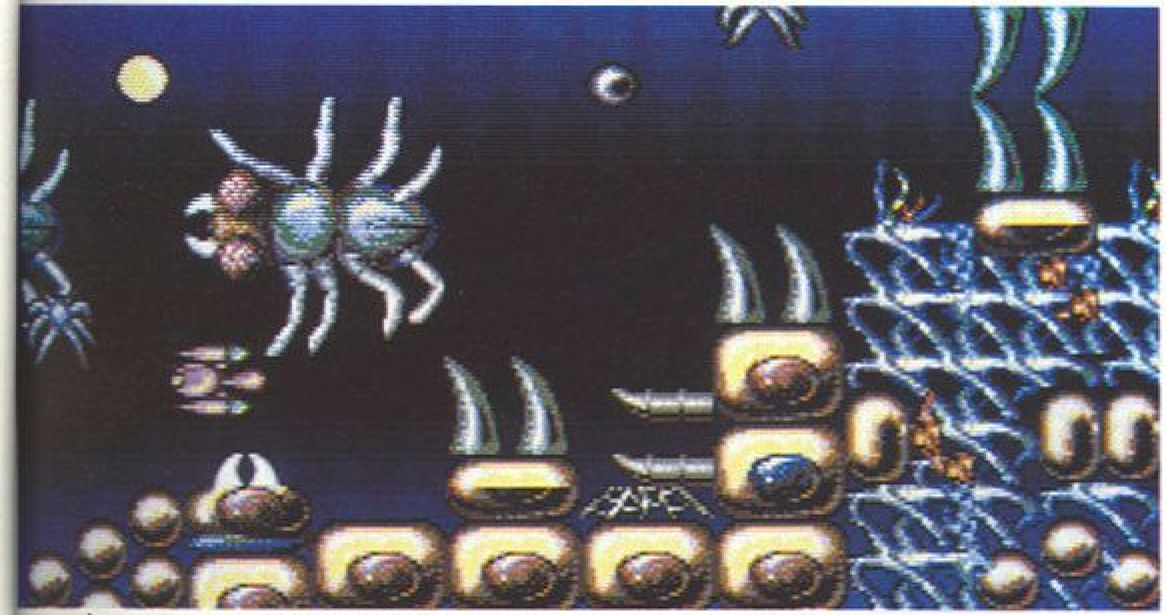
Platforms and ladders infuriate...

GRAPHICS	4	IQ FACTOR	4
AUDIO	4	FUN FACTOR	4

ACE RATING 350

PHOBIA

Who's afraid of Imageworks?

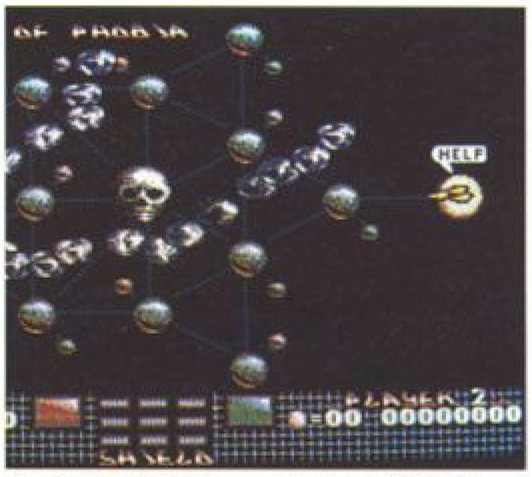


An overload of interplanetary beetling around on the first level

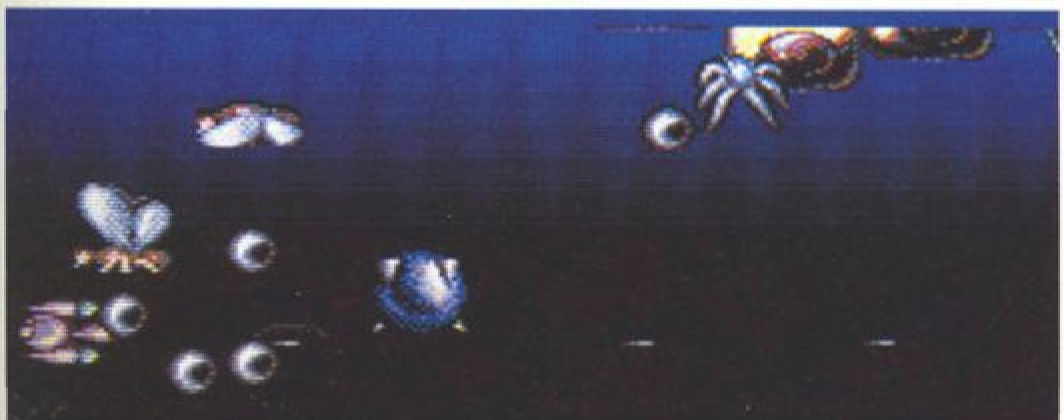
WHEN the daughter of the Galactic President is kidnapped and her captor, Lord Phobos, is holding her prisoner on the surface of the sun it's down to a brave human (or two) to set out on a rescue mission.

Being a rather clever fellow, Phobos decided to peer into the human subconscious to see what really scares them. Thus he fashioned each planet in the form of a human phobia in order to deter any prospective heroes. It's all there – ornophobia, hydrophobia even arachnophobia plus a lot more.

The plot dictates that at the core of each planet is a rare element which needs to be obtained in order to survive the sun's raging heat. Nine of these are needed to enable you to attack the sun and destroy Phobos.



On the left is you, on the right is her. Don't ask what's in the middle.



Doesn't look like you're going to be around long enough to collect that pod.

If only things were that easy. For each planet is guarded by seemingly endless platoons of alien craft with your destruction as their sole ambition. Aside from the aliens, nightmarish creatures patrol the various landscape. One touch from these odious beasts means instant death.

On the positive though, your ship can be souped up as with the best shoot 'em up tradition. When destroyed some craft leave behind them spiked pods. At first these only increase the speed of your craft. As you collect more you find your fire power increasing until, finally, the ship starts to flash, an effect which culminates with the aliens ceasing to fire. A collision will still mean death, but the game becomes a lot easier – until the effect wears off, that is.

The most striking feature of *Phobia* is its ability to prove frustratingly difficult at one time, while leaving the whole of the next stage relatively simple. Still, you need to keep an eye out for various tokens which need to be destroyed, since failing to do so will cause the end of level alien to be surrounded by an impenetrable energy shield.

Theoretically *Phobia* should be an excellent arcade game: the graphics are of a very high standard throughout, truly warranting the term "arcade quality". The meaty sound effects do wonders to enhance the game. But where *Phobia* disappoints in the lack of game play: you may be tempted to either switch off or throw out your computer in sheer frustration.

Don't be disheartened though. With just a little bit of perseverance *Phobia* does make for some good game playing, even if it does fall just short of greatness.

● Mark Patterson

RELEASE BOX

ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	OUT NOW
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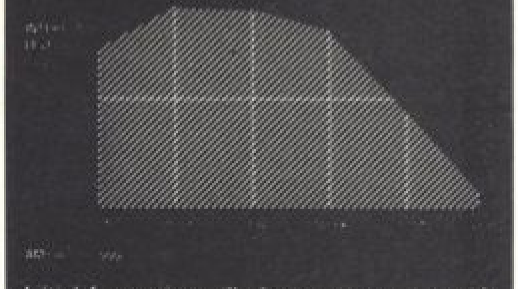
AMIGA VERSION

This has the looks and sound of the top coin-ops from earlier this decade – which is pretty good going. Perhaps a few improvements in the gameplay and overall difficulty could have pushed Phobia up to that 900 rating.

GRAPHICS	8	**IQ FACTOR**	6
AUDIO	8	**FUN FACTOR**	8

ACE RATING 805

PREDICTED INTEREST CURVE



Initial frustration will change to a game with quite a lot of staying power to it.

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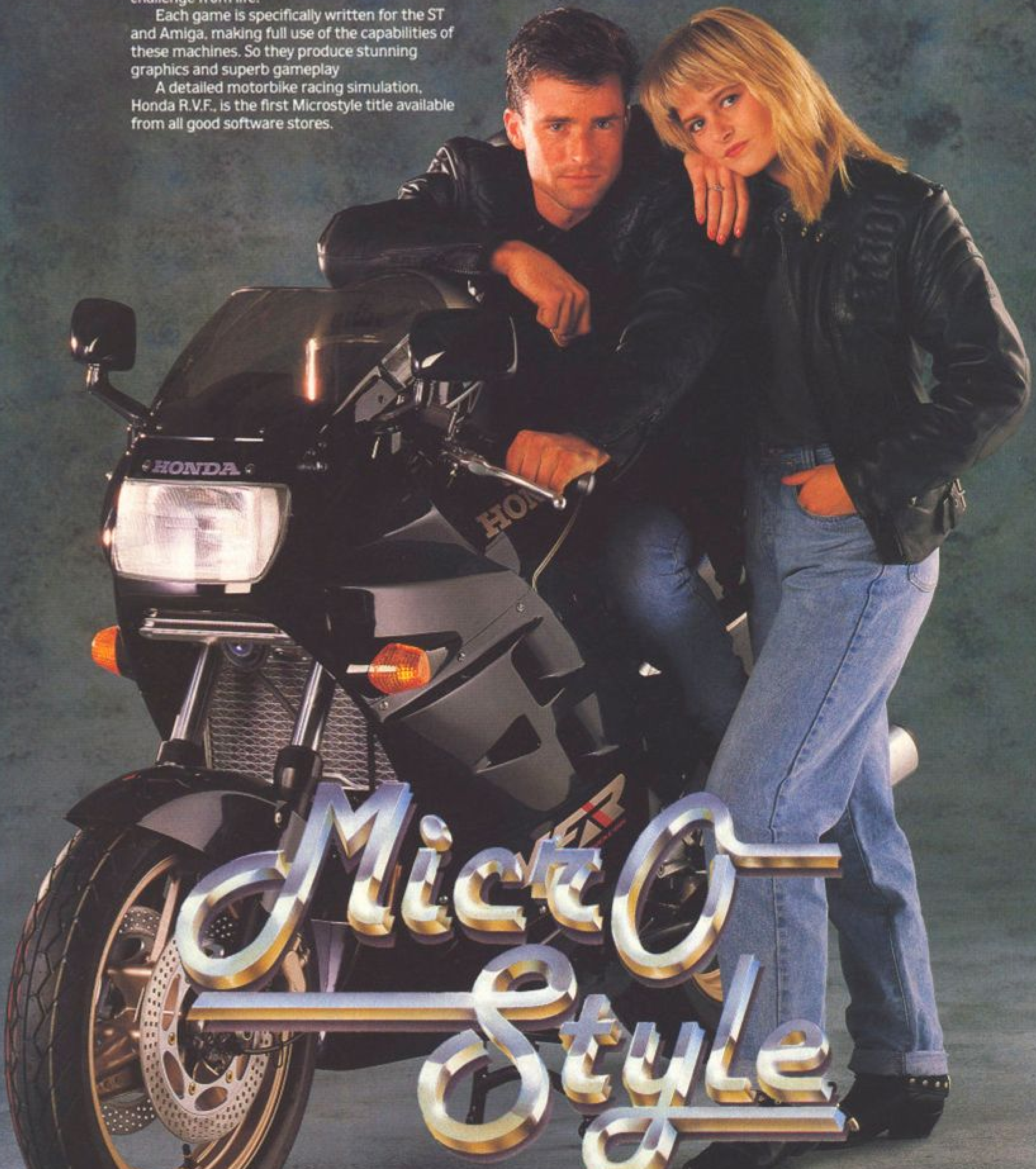

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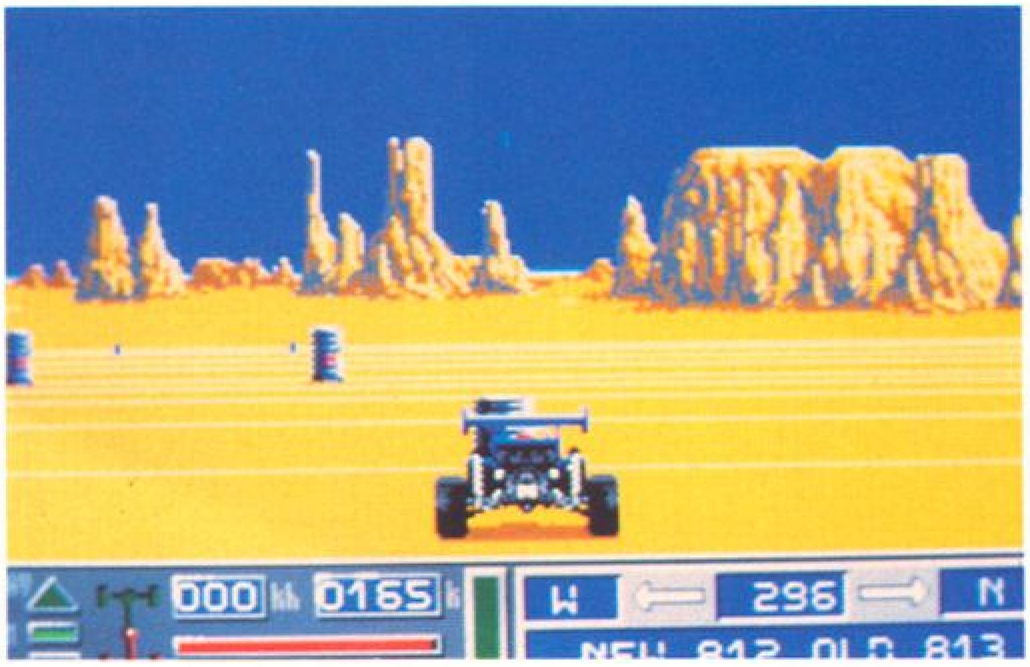
TOMAHAWK's desert-hot drive-em-up



Rev-um-up and off you go, on probably the bumpiest safari ride of your life.

AFRICAN RAIDERS

EVERY year dozens of people of various nationalities and questionable states of mind climb into an assortment of vehicles and attempt to drive from Paris to Dakar, in northern Africa. This entails driving across that rather hot expanse known as the Sahara desert. It's a race that makes Le Mans look like a go-kart meeting.

French software house Tomahawk's decision to bring out a simulation of the event (which many would like to see banned) seems on the face of it a good idea – a racing game with a difference. The Paris-Dakar rally takes place amid some of the most hostile conditions you could possibly face. If you just forget about the heat and the distance involved there are countless other problems in the form of marauding rebels, unmappable areas, quicksand and, well, all manner of unpleasant ends. The net result each year is several fatalities involving drivers and unsuspecting inhabitants. It;'s a shame then that *African Raiders* is such a disappointment.

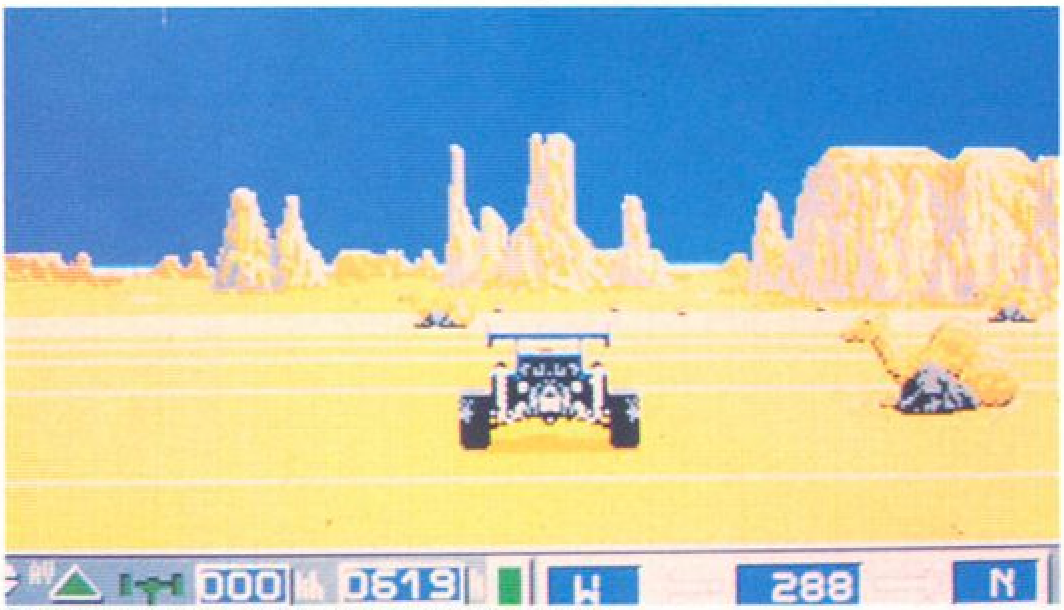
The game begins neatly enough, with a large animated screen of an Arab waving your car into the race. Moments later the really is off and your buggy is free to burn off in hot pursuit of the clouds of dust that conceal the rest of the competitors. Reasonably enough, once you have passed them (there are only a couple - you don't all race at the same time) all there is to see is large expanses of sand. The road is marked for the entirety by oil drums, which seems a bit unlikely but helps you stay on course.

Graphically *African Raiders* is sound but unspectacular. The large expanses of sand are hardly difficult to create, but when were there ever Arizona-like mountain ranges in the Sahara? Clearly the need to give the background some interest was of more importance. Occasional graphic interludes spice things up, but these are few and far between if stay on marked road.

Leaving the route is the key to injecting some further interest into *African Raiders*. Here the game becomes an exercise in map reading as you come off the road and cut across the desert. Hazards await in the form of vehicle graveyards and quicksand. Now and then you're likely to (literally) bump into huge herds of camels. I've only ever found them at night (signified by a garish green hue which falls over everything) where they can be found sitting behind their own individual rocks - presumably with their tooth brushes and towels beneath them.

African Raiders is a good idea for a game - given the subject matter, there are innumerable sequences and additions which could have been included in this. Without them the game is just what it shouldn't have been - a briefly diverting race sim set in the desert.

● Mike Pattenden



Sure are a whole lot of dead camels in the Sahara...

ST VERSION

Quite decent graphics and some reasonable sound effects don't quite make up for the rather monotonous gameplay. The two-player option is a nice touch, but aren't there just a few too many dead camels around?

GRAPHICS	7	IQ FACTOR	6
AUDIO	6	FUN FACTOR	7

ACE RATING 680

RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	IMMINENT
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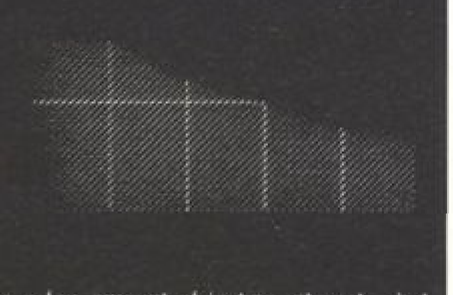
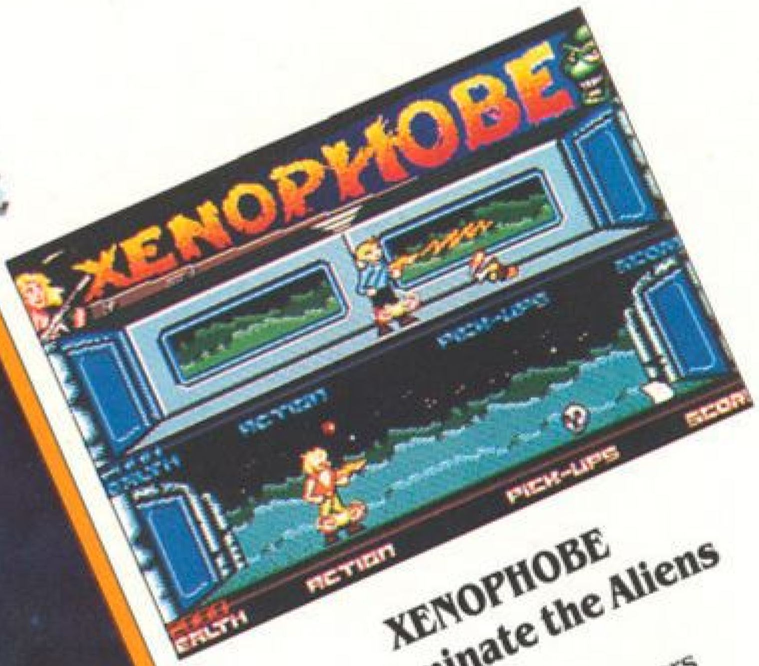
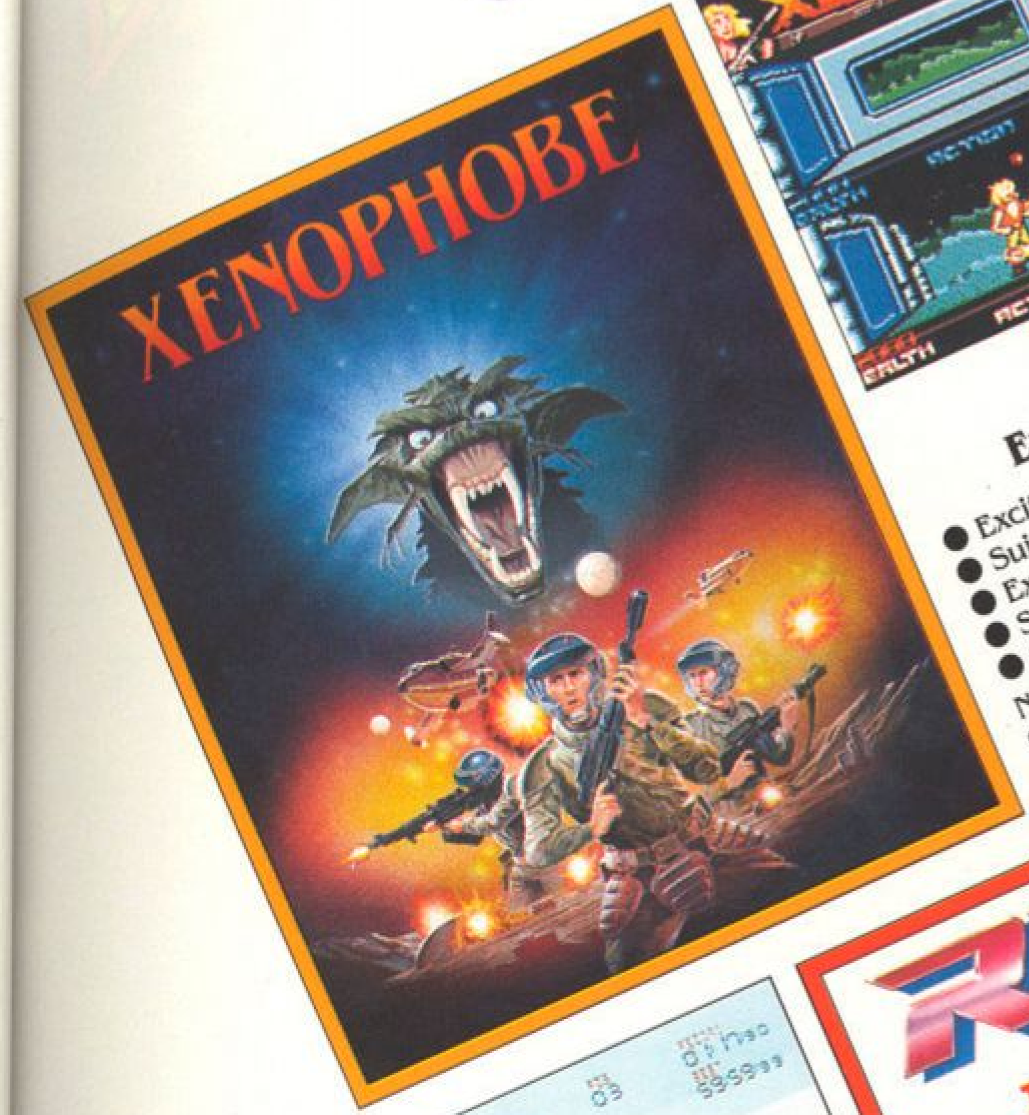
PREDICTED INTEREST CURVE



Gives a fair amount of lasting interest – but never really grabs you by the seat of the pants

MicroStyle





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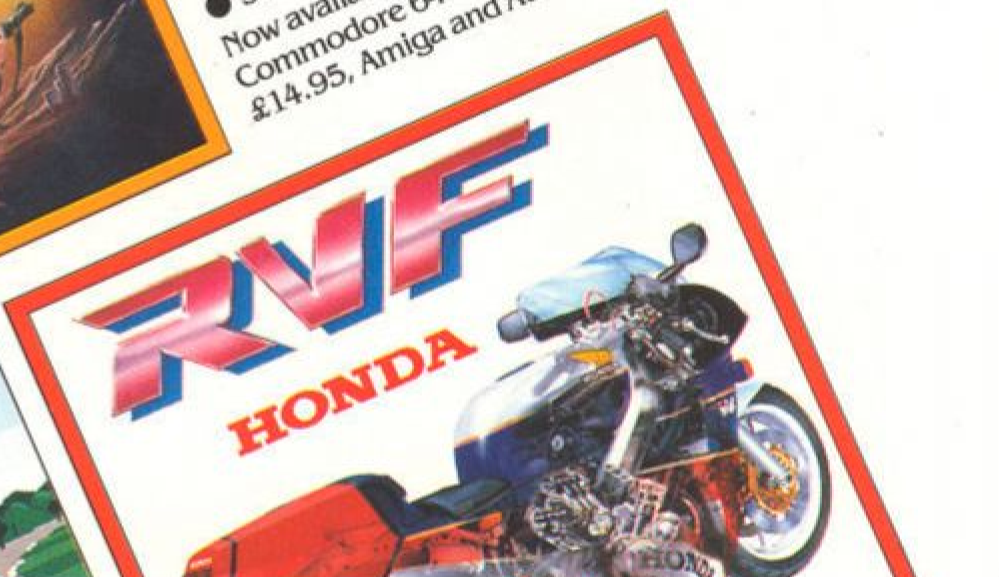

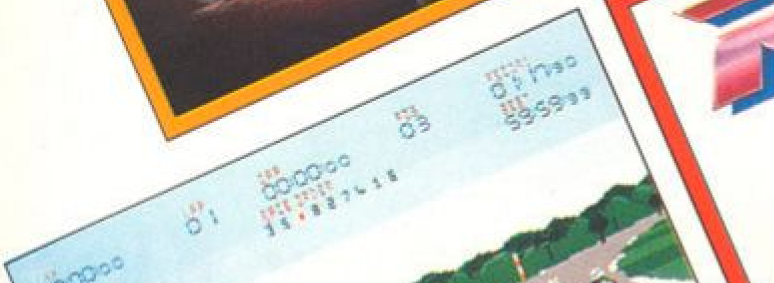

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THUNDERBIRDS

International Rescue are go on GRAND SLAM

ALSO known as International Rescue, Thunderbirds was formed by millionaire technology tycoon Jeff Tracy in order to help avert international disasters by utilising a range of high tech craft and equipment under the guidance of his five sons, Scott, Alan, Virgil, John and Gordon, along with a number of support staff and bit parts.

Secrecy was the word: nobody knew where they came from, where they were based, or who was behind the organisation, and it's this secrecy that almost leads to International Rescue's downfall – and the plot of *Thunderbirds* the game.

The first scenario is pretty straightforward. There has been a mining accident which has resulted in two miners being trapped, lack of oxygen and a rapidly rising water level make time a critical factor. Two members of IR are used for this mission, one starting at the top of the mine, the other with the mole at the bottom. The first immediate task is to shut off the main water valve to prevent the mine flooding. The rest of the time is taken up avoiding rock falls and searching for the miners.

Without even a pause for thought after the rescue of the miners IR receive a call from the World Navy saying that their new nuclear submarine has been sabotaged by hood agents, and is at this moment lying crippled on the rim of an undersea volcano. On board are the captain and the 2nd officer who are prone to a variety of fates, like being bubbled alive by radiation.

Aside from rescuing the remaining crew members the radiation leak needs to be shut down and the sub refloated by launching its remaining missiles and working out the right combination of doors and switches to empty it of water.

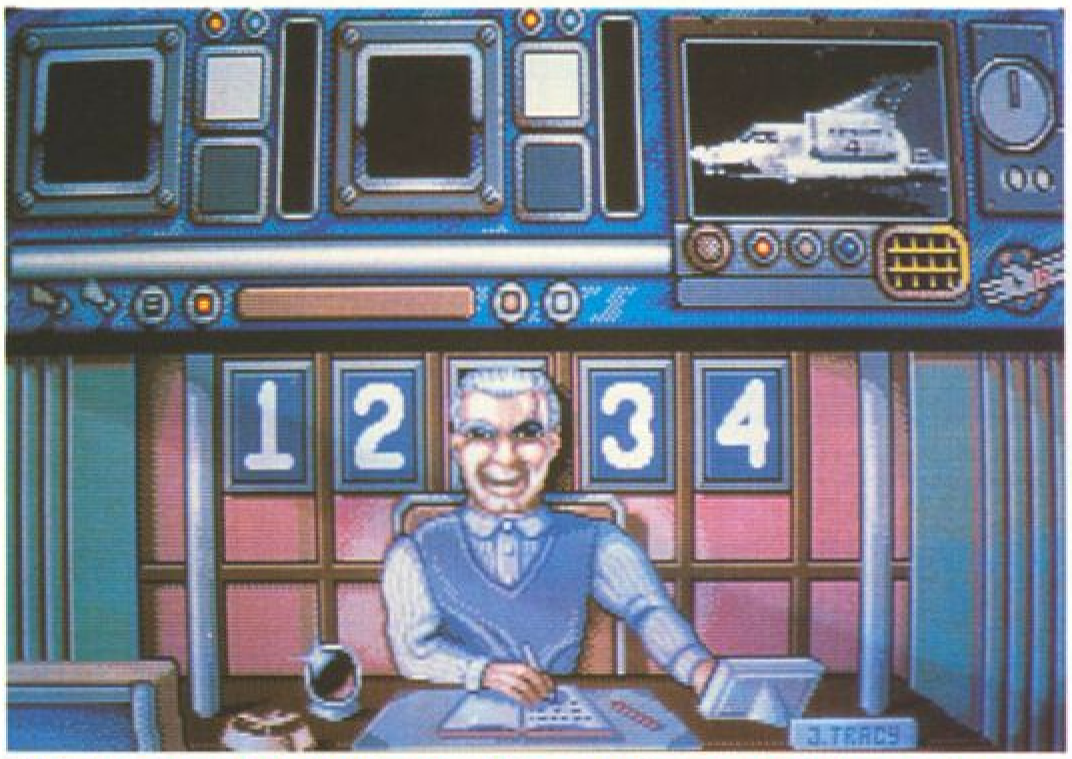
Well, it's all go at IR and after the sub mission the boys find that all details concerning the mission have been withheld by the sinister World Security Executive. The Tracy family then find out that their last two missions had been videotaped and were being held in a vault deep within the Bank of England. Definitely a job for Penelope and Parker – get inside and get out with the tape and documents, thus securing the secrecy of International Rescue.

It gets worse. HOOD have managed to get hold of the secret blueprints for the Thunderbird craft and are at this very moment analysing them at their secret headquarters at the north pole. This is definitely the toughest mission and towards the end it contains a rather surprising twist.

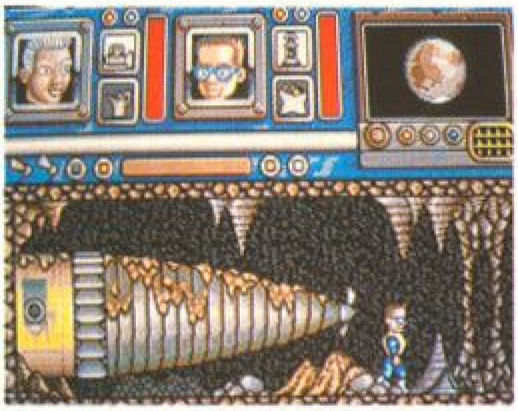
Thunderbirds is very well presented with a cartoon caricature of Jeff Tracy presenting each mission coupled with digitised sequences of the relevant craft. The graphics are clearly designed and recognisable, though they are reminiscent of the old *Dan Dare* game. Best of all is the sampled Thunderbird theme tune, which could almost carry the game single handed.

Though only mildly amusing at first, *Thunderbirds* does create an air of urgency around the player, forcing more and more game time, and it's quite easy to follow mapwise. All in all, a pretty slick piece of software that just falls short of an ACE rating.

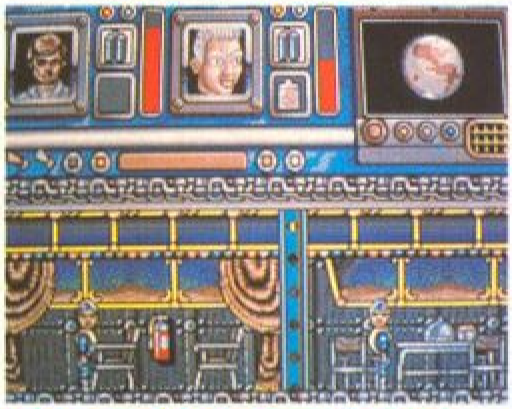
● Mark Patterson



Jeff Tracy prepares to brief International Rescue on the nature of their next mission



At the bottom of the mine Brains waits by The Mole for his mission orders



And here are the boys messing about in the sub on Mission 2

SPECTRUM VERSION

Not suprisingly the graphics are monochrome but as with most games now hold their own well enough. My only real complaint about the Spectrum version is the price tag, even though it does come supplied with an audio tape.

GRAPHICS	6	IQ FACTOR	8
AUDIO	5	FUN FACTOR	8

ACE RATING 780

ST VERSION

The graphics and sound help capture the puppet-like feel of the characters. The puzzle solving and mapping elements are enough to keep anybody playing for a good time.

GRAPHICS	8	IQ FACTOR	8
AUDIO	9	FUN FACTOR	8

ACE RATING 800

RELEASE BOX

ATARI ST	£24.95dk	OUT NOW
AMIGA	£19.99dk	OUT NOW
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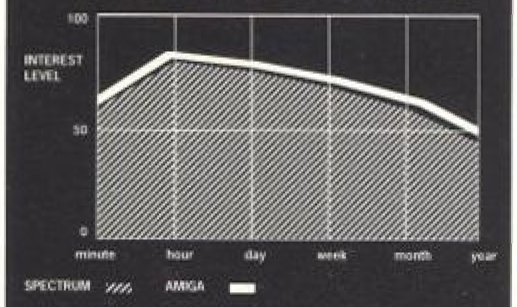
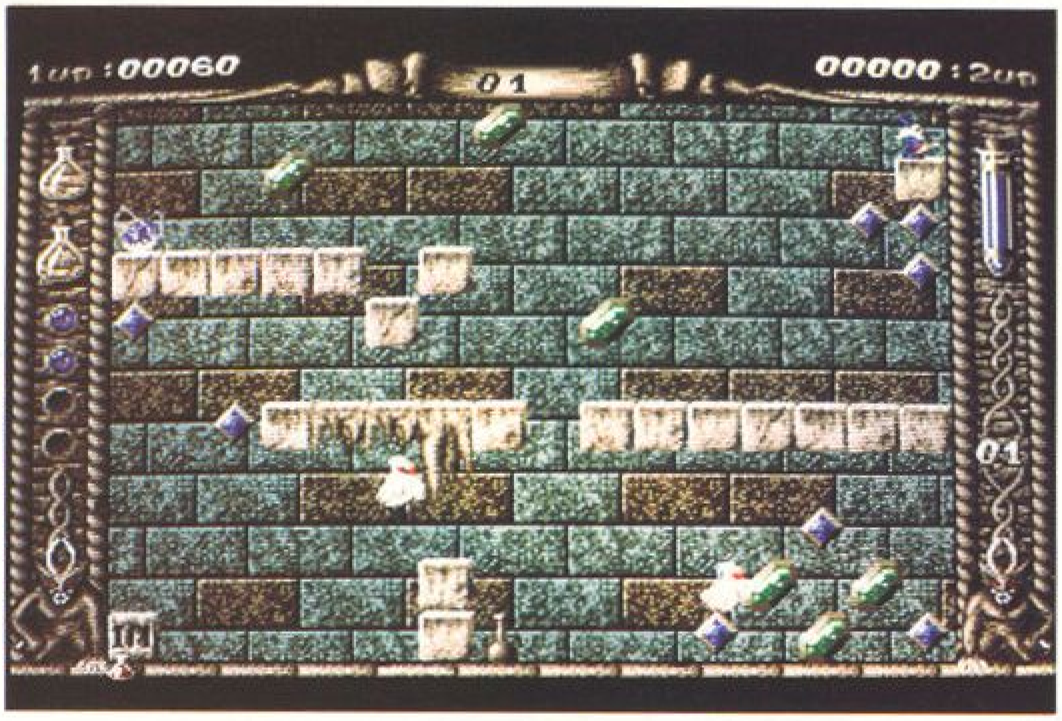
PREDICTED INTEREST CURVE



Initially slow, Thunderbirds soon picks up into an absorbing arcade adventure.



Two wizards don't make it any easier. Different screen designs in two-player mode ensure that there's more than enough action for everyone

SPHERICAL

RAINBOW ARTS' atmospherical brainteaser

THIS may not rank with games like *Great Giana Sisters* and *Denaris* as the best of Rainbow Arts but its original and unusual games design still makes for a very playable game puzzle game.

It centres around the mystical powers of an ancient magic artefact know as the starball. Determined to rid the world of the growing tyranny of Mirgal, two wizards attempt to direct the ball through the perils of Mirgal's castle to the ultimate confrontation with the castle's dragon.

What this actually boils down to is over 200 different chambers (reminiscent of the 8 bit *Solomon's Key*) each consisting of a different arrangement of hard and soft bricks. The starball, usually located near the top of the screen, remains stationary for a few seconds before it succumbs to gravity and starts to take the nearest route down. It's the wizard's job to direct the starball to the entrance to the next stage by magically rearranging the soft bricks.

The ball can't usually be redirected once it's fallen below the level of the entrance or got stuck in an area of unremovable bricks. Wizards can jump and remove most bricks to their left and right but they're not strong enough to affect the bricks above their heads. Unless you're very careful it's surprisingly easy to get stuck.

Like any castle worth its salt, this one comes complete with lots of hidden treasures: not only jewels but magic artefacts like transportation wands, energy-giving decanters, gravity-reversing switches and password documents. On later levels colour-coded amulets are necessary to get through locked doors.

If you're brave enough you might actually survive until you meet the dragon. What's more likely is that you'll have all your energy sapped by the castle's collection of hideous phantoms, worms and beasts before you reach him. Luckily, there's a password system so that you won't be forced to face the same levels over and over again.

As puzzle games go, this definitely ranks among the more absorbing. The strategy and arcade elements form a very unusual gameplay combination and are backed up by some original screen designs, a wide variety of bonus objects and a long list of animated monsters. There's even a different set of screens if you opt for the simultaneous two player game.

In the short term there's enough to keep the even the most addicted brainboxes happy. After about 30 similar screens, though, all that initial enthusiasm starts to fade and you might find yourself passing it over in facvour of some of the more complex games on your shelves.

● Kati Hamza

RELEASE BOX

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AMIGA	£19.99dk	OUT NOW
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IBM PC	£19.99dk	IMMINENT

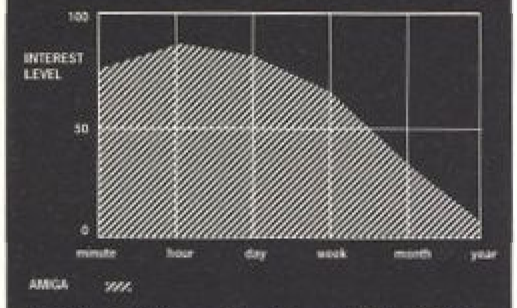
AMIGA VERSION

In spite of its high level of playability, technically Spherical doesn't exploit the Amiga to the full. Graphics are on the pretty side of functional and the six bland in-tune games would benefit from the addition of a few sound effects.

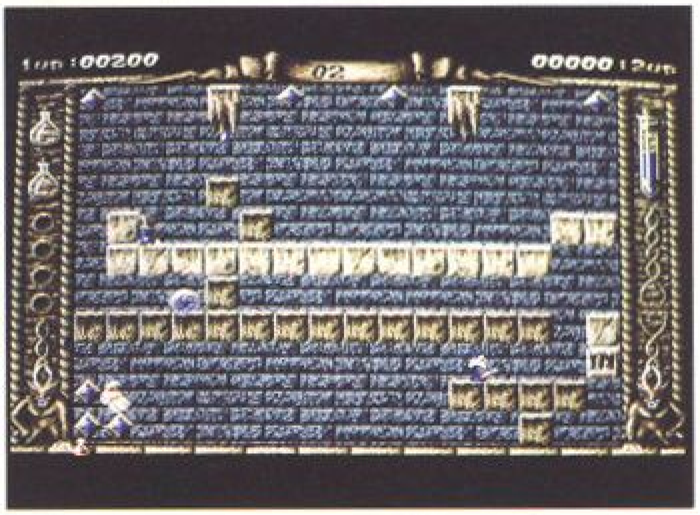
GRAPHICS	**6**	**IQ FACTOR**	**8**
AUDIO	**5**	**FUN FACTOR**	**8**

ACE RATING 723

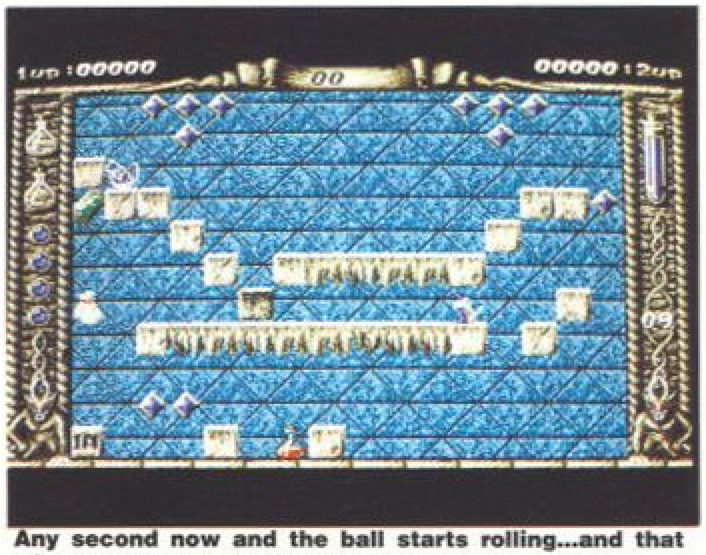
PREDICTED INTEREST CURVE



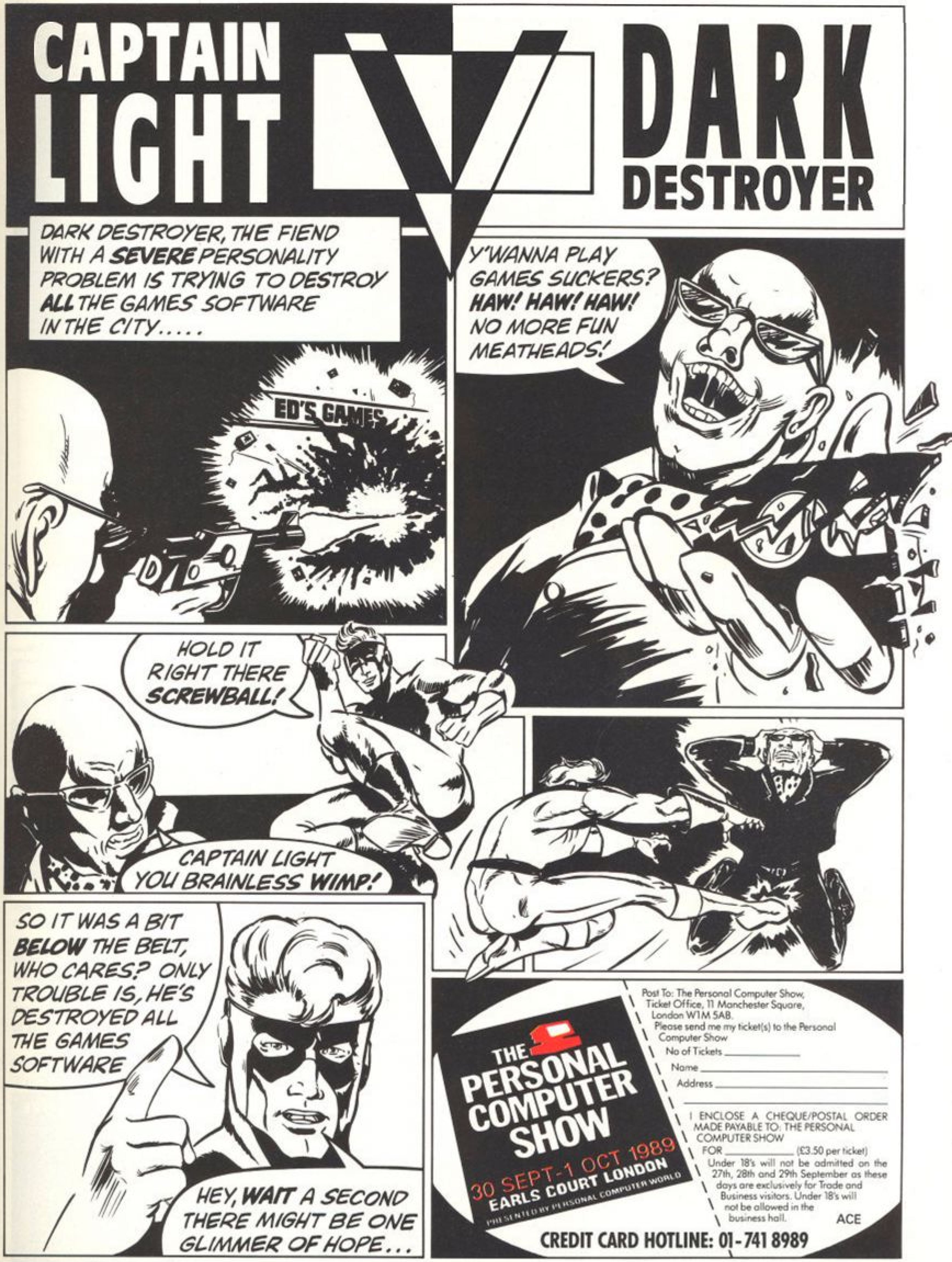
Puzzle addiction will peter out into indiffernce as the the novelty wears off.



To block the path of unfriendly castle dwellers try diverting them with one or two well-placed bricks.



Any second now and the ball starts rolling...and that wizard better start shifting bricks.


CAPTAIN LIGHT
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HOLD IT RIGHT THERE **SCREWBALL!**
CAPTAIN LIGHT YOU BRAINLESS **WIMP!**
SO IT WAS A BIT **BELOW** THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
HEY, **WAIT** A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...

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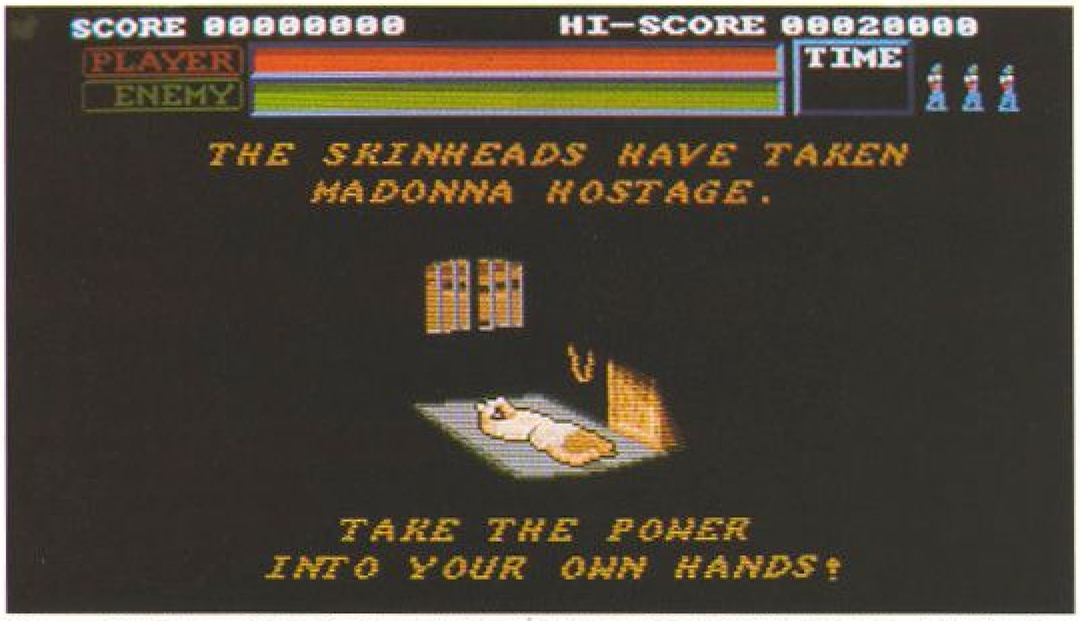
SWITCHED ON FOR LEISURE

The Personal Computer Show is presented by Personal Computer World Magazine a V.N.U. publication.
Organisers: Montbuild Ltd., 11 Manchester Square, London W1M 5AB.

CAN you really get your kicks at home? Certain coin-ops, no matter how well converted, simply don't cut it when they make it to the home. Beat 'em ups especially fall into this category, with *Vigilante* being one of the best examples to date. Shoot 'em ups - good shoot 'em ups - are a different story. As long as the designer can include a couple of difficult sections and fill it out with plenty of spaceships and explosions the crowds will queue for hours for their chance to be the first to see the next screen... but beat 'em ups?

With only a couple of exceptions (notably *Double Dragon* and *Dragon Ninja*, where the facility for two martial artists to strut their stuff side by side adds 110% to the action), fighting games usually make for a couple of minutes of strenuous excitement with huge characters and gut-wrenching sounds whipping the player into a button-punching frenzy. But only a couple of minutes.



THE SKINHEADS HAVE TAKEN MADONNA HOSTAGE.

TAKE THE POWER INTO YOUR OWN HANDS!

Oh my God! The skinheads have taken Madonna (Madonna!?) hostage. And they've chained her in a cell!!!! What on earth are they going to do to her???

VIGILANTE

IREM/US GOLD beat you up at home

So when you take the boys out of the arcade and sit down to recreate the carnage in the comfort of your own bedroom, it suddenly dawns that that's it - you've already beaten up the first squillion enemies and there's still an infinite amount waiting for the exact same treatment. Talk about a Chinese water torture! So much for the genre - how does *Vigilante* measure up?

Well, not too highly actually. The problem isn't with the programming - because, with the exception of a couple of glitches, the game looks, sounds and moves almost as well as anyone could expect - it simply doesn't generate any atmosphere.

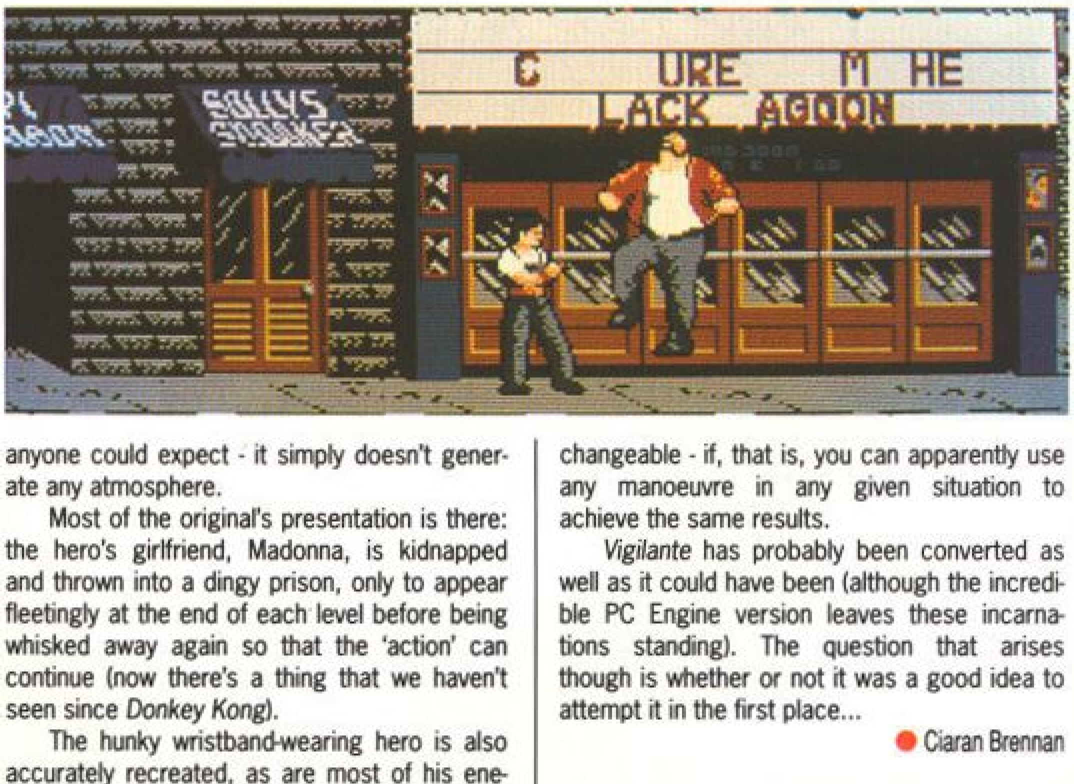
Most of the original's presentation is there: the hero's girlfriend, Madonna, is kidnapped and thrown into a dingy prison, only to appear fleetingly at the end of each level before being whisked away again so that the 'action' can continue (now there's a thing that we haven't seen since *Donkey Kong*).

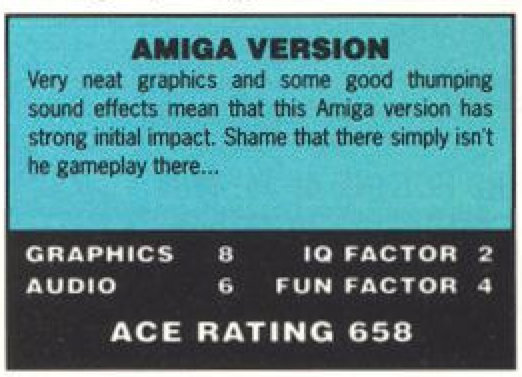
The hunky wristband-wearing hero is also accurately recreated, as are most of his enemies, and his movement is also quite a joy to behold. But what use is a wide range of kicks and punches if they're all more or less interchangeable - if, that is, you can apparently use any manoeuvre in any given situation to achieve the same results.

Vigilante has probably been converted as well as it could have been (although the incredible PC Engine version leaves these incarnations standing). The question that arises though is whether or not it was a good idea to attempt it in the first place...

● Ciaran Brennan

Whacko! And down goes the big skin...





Looks like our hero won't be going much further. The interesting question is what's going to happen to Madonna...

AMIGA VERSION

Very neat graphics and some good thumping sound effects mean that this Amiga version has strong initial impact. Shame that there simply isn't he gameplay there...

GRAPHICS	8	IQ FACTOR	2
AUDIO	6	FUN FACTOR	4

ACE RATING 658

RELEASE BOX

ATARI ST	£14.99dk	AUGUST
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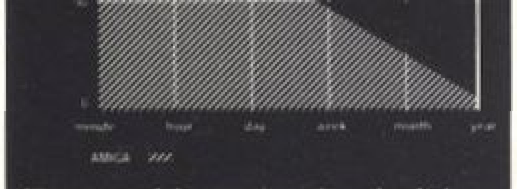
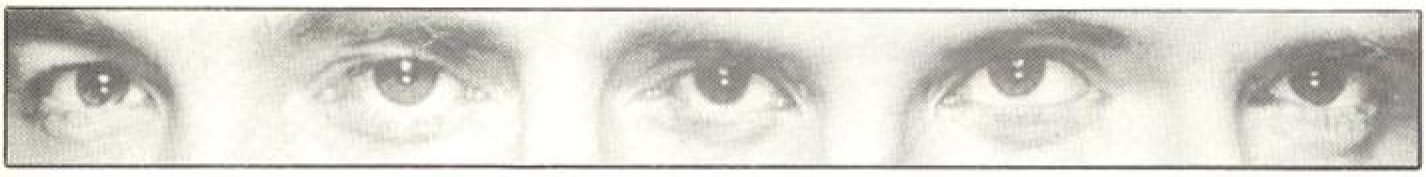
SPECTRUM	£9.99cs • £14.99dk	AUGUST

PREDICTED INTEREST CURVE



Nice repro of the arcade action – but it doesn't really do the business at home.



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BREAKTHRU

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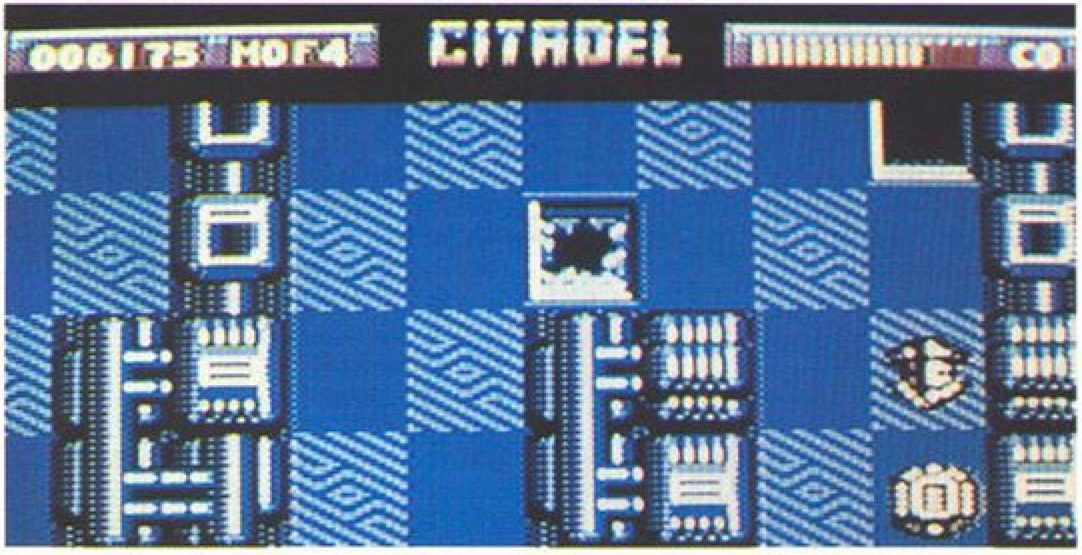
NEC

You've found the shield and a lift. But where's the switch gone?

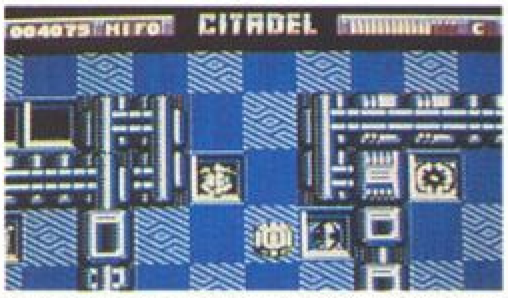


CITADEL

ACTIVISION monitor operations

923

ONE of man's biggest desires is find life outside of his planet. Nobody knows why we suffer from this urge but we do. So when a long range probe picks up an energy reading from a world previously presumed to be lifeless it causes quite a stir. Then the probe stops transmitting, and the general assumption is that it's been destroyed.



Cornered – and it's going to take an enormous amount of firepower to get out of this one.

From the last batch of data received from the probe it does in fact seem that the planet's organic life rating is zero. On the other hand though, the underground cities that were detected seem to be populated with active robot security systems.

It was soon decreed that owing to the dangerous nature of the planet only unmanned probes were to be allowed on the surface. This is where Monitor comes into effect. Monitor is a robot probe device equipped with the latest flotation engines, laser equipment and capture devices.

The capture device is without a doubt the most useful piece of equipment in Monitor's armory. By double clicking the fire button a cursor is released which can be used to flick switches, collect weapons and energy, or capture an enemy robot to use a defense satellite.

Monitor is controlled by one human operator – you. The sole purpose is to map and research the city complexes, which roughly translates as finding the exit to each level as fast as possible.

Each city is built on two levels which are accessed by a series of lifts. To start with only a few sections of the cities are open owing to a series of force fields cutting off essential rooms and lifts. Contact with the shields is fatal and they can only be deactivated by switching the appropriate button with the capture device. On the later levels the situation becomes more complicated as the corresponding shields and switches aren't necessarily on the same screen.

Martin Walker, the programmer, describes *Citadel* as a strategy shoot 'em up in which you can think out each move, or run through with guns blazing. Once you've actually played Citadel and got the general feel of the game you'll find you'll have to agree with him. The floor is broken up into a chess board style series of squares, allowing movement and firing in eight directions only. This also applies to the security droids, though some are limited to four directional firing and movement, or no movement at all. But a good rule of the thumb is that you're safe as long as you don't move.

In fact it's the difference in the security droids that helps make *Citadel* the cracking game it is. A certain puzzle-solving skill is required on the later levels to successfully negotiate a room full of attack *droids and* then end up in the right location to progress furtheron in the game, without throwing yourself into a dead end.

Everything about *Citadel* is tailor made for the game idea. The sound effects and inter-level jingles are extremely well written just as the game is good to look at, even if it is somewhat *Paradroid*-like. *Citadel* is an excellent piece of software which will no doubt keep all forms of game players going for many months to come.

● Mark Patterson

C64 VERSION

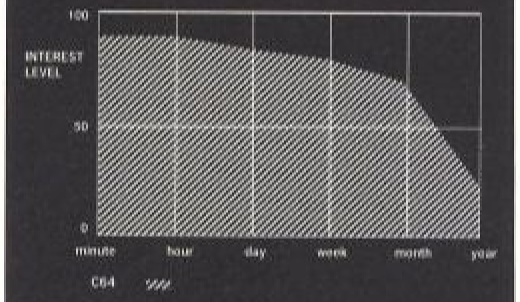
Very impressive! If only all games were this well-written. Great attention has been paid to all departments of graphics sound and gameplay. Worth every penny of your money.

GRAPHICS	9	**IQ FACTOR**	9
AUDIO	9	**FUN FACTOR**	9

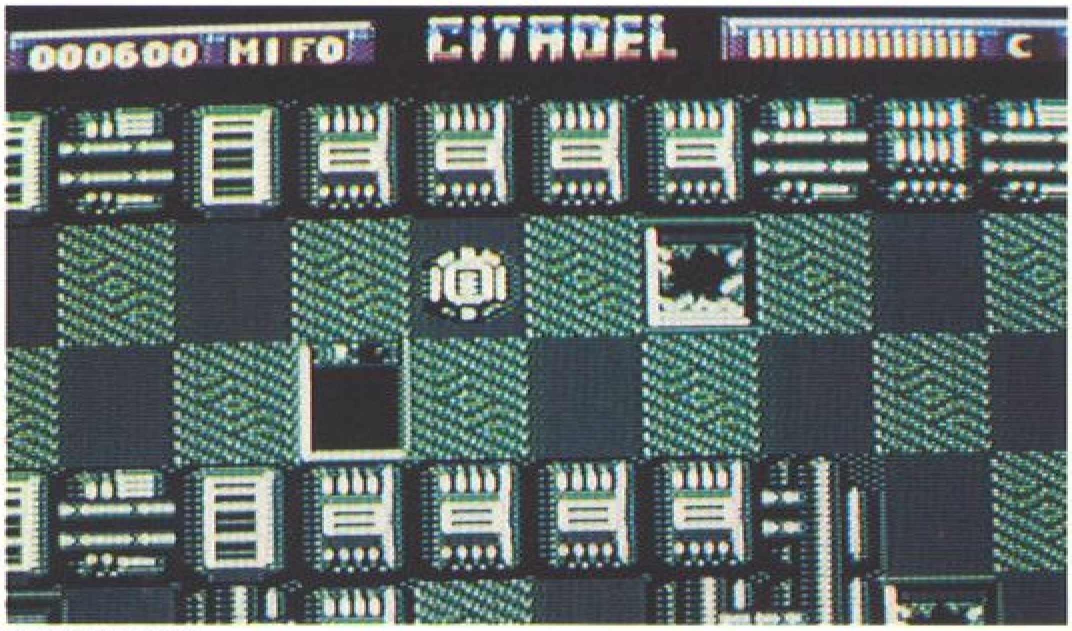
ACE RATING 923

RELEASE BOX		
C64/128	£9.99cs • £14.99dk	OUT NOW
Other versions to be announced		

PREDICTED INTEREST CURVE



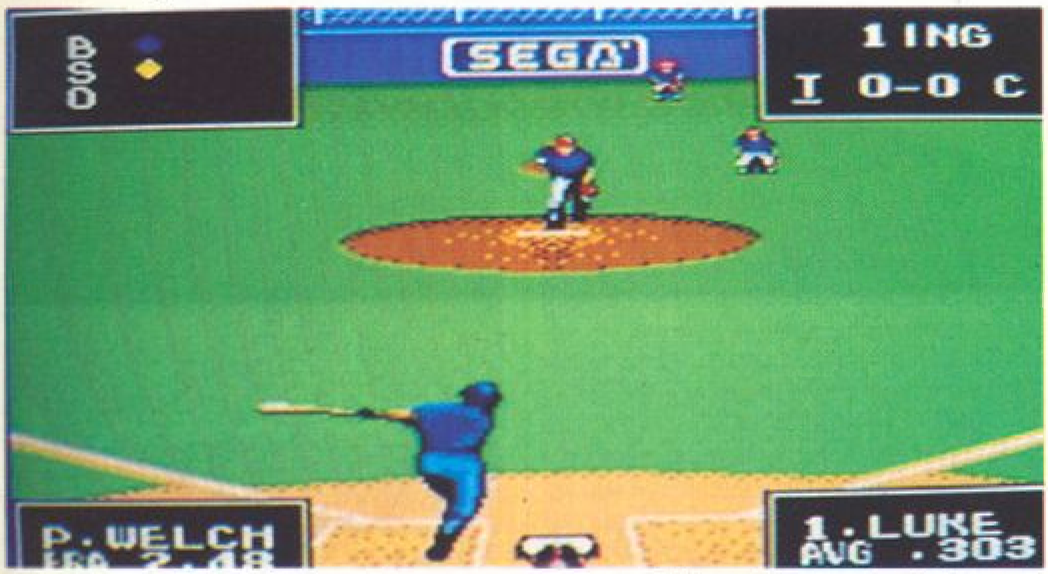
Plenty of action to get you going – and you might be near completion after a few months.



At Last! The exit

THE BASEBALL

SEGA go for a homer



Diamonds are not quite forever.

SEGA'S new baseball game was released in America with the title *"Reggie Jackson's Baseball"*, but since us dumb limeys wouldn't know him from Adam, Sega have decided to rename this, *The Baseball*. So now you know.

GRAPHICS	7	IQ FACTOR	6
AUDIO	8	FUN FACTOR	7
ACE RATING 711			

The Baseball is the second baseball game for the Sega, and improves on its predecessor, Great Baseball, with better options, slightly better graphics and faster gameplay.

Two modes of view are used during play: a close-up showing the batter and pitcher, then an overhead scrolling viewpoint of a portion of the field when the ball is hit out of the diamond.

RELEASE BOX		
SEGA	£24.95	IMMINENT

The play-mechanics are basically very similar to the myriad of other computer baseball games on the market - successful batting is just a case of a well-timed press of the fire button, and pitching requiring a combination of the joypad and fire buttons to control the pitcher and the nearest fielder to the ball when it's hit from the baseplate.

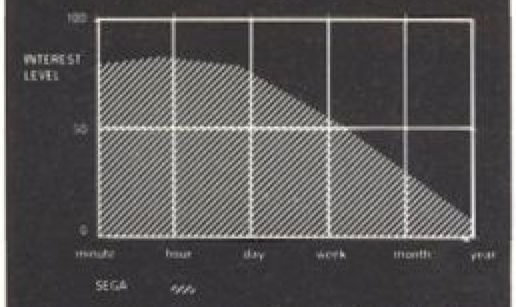
The Baseball features some nicely animated close-up graphics, but the overhead view of the pitch is bland and the fielder sprites a disappointment. There's some nice speech and effects, though.

Gameplay is challenging, but there are some annoying quirks like the fielders running very slowly and the ball travelling at seemingly unrealistic speeds.

Still, if you're an ardent fan of baseball, and haven't got a simulation of this sport in your collection, check it out.

● Julian Rignall

PREDICTED INTEREST CURVE



A decent enough game that will give fun for a while, but not much long-term interest

HIGH STEEL

DIY construction from SCREEN 7

YOU'RE cast as the lone construction worker about to strike it rich by putting together a rickety high-rise building in the time limit the construction company has set. A crane delivers the materials (bricks and girders) on to the building site and it's your job to lock the girders into the ground, climb them and build the next floor using the bricks.

To add much-needed spice to this daily routine, gremlins regularly hurls themselves down on to the building site, crawl across the floor eating objects and throw dangerous bricks and banana skins down from the scaffolding. More problems come in the form of crawling, spitting and egg hatching monsters which are deadly to the touch but can be dispatched with a deftly thrown spanner. If anything drops on your head, you lose energy; grabbing a quick sandwich or a handy thermos replenishes it.

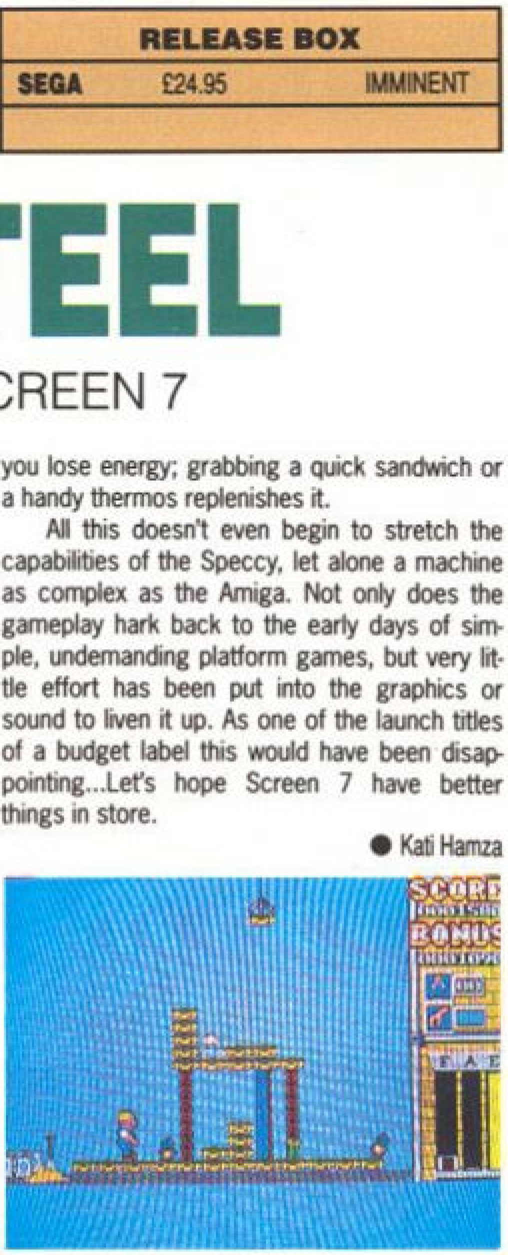
All this doesn't even begin to stretch the capabilities of the Speccy, let alone a machine as complex as the Amiga. Not only does the gameplay hark back to the early days of simple, undemanding platform games, but very little effort has been put into the graphics or sound to liven it up. As one of the launch titles of a budget label this would have been disappointing...Let's hope Screen 7 have better things in store.

● Kati Hamza

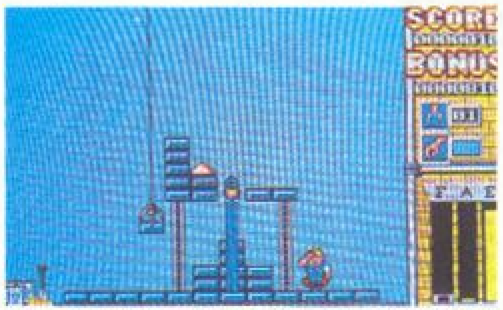
AMIGA VERSION

Basic graphics, limited sound effects and a bon-tempi-style title tune contribute little to an extremely uninspiring platform game.

GRAPHICS	4	IQ FACTOR	2
AUDIO	2	FUN FACTOR	3
ACE RATING 364			



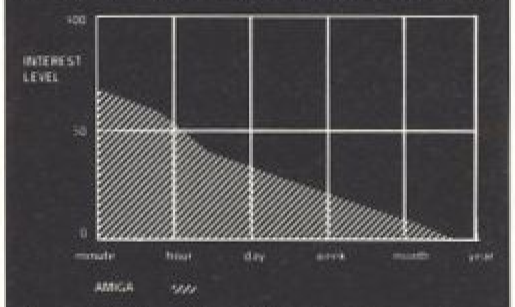
Slapdash or careful - you get equal rewards. As long as you've got two girders per floor you're OK



Unless you want a cracked skull don't attack gremlins with spanners at close range – they boomerang back.

RELEASE BOX		
ATARI ST	£19.99	IMMINENT
AMIGA	£19.99	OUT NOW
C64/128	£9.99cs • £14.99dk	IMMINENT
AMSTRAD	£9.99cs • £14.99dk	IMMINENT
SPECTRUM	£9.99dk • £14.99dk	IMMINENT

PREDICTED INTEREST CURVE



Your curiosity will rapidly give way to boredom.

MR. HELI

MICROPROSE get out the chopper squad

SOUNDS cute doesn't it? Well, it certainly isn't. Mr Heli is one mean mother crusher, armed to the teeth with the sort of high tech 'copter which makes old *Airwolf* look like a cute little puppy.

This time Mr H. has been called out to face a character called 'The Muddy' who is currently engaged in his favourite pastime – namely, destroying planets. The only way to save his latest conquest from total extinction is to face The Muddy himself, and exercise a quick bit of termination while he isn't looking.

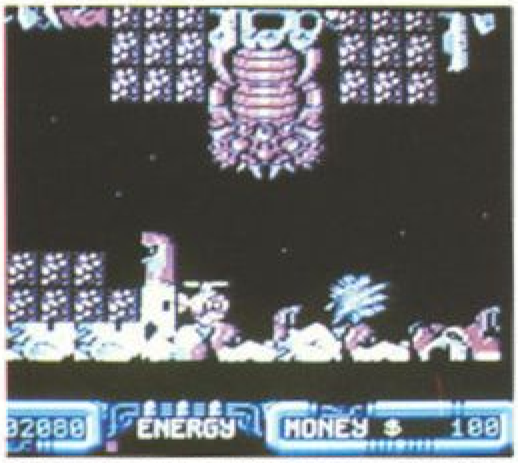
To get through to Muddy *Mr. Heli* has to first fly through three levels containing multitudes of Muddy's followers. Aiding Heli on his quest are valuable crystals, the only things surviving on the planet. When Heli has enough crystals he can afford to buy equipment for his ship in the form of extra guns, missiles, shields even a mega-destructive fish which blows away everything but the walls. As you'll have gathered, what we have here is the familiar 'gather extra weapons' shoot-em-up scenario.

Mr Heli was first seen in the arcade format back in 1986 where it made a rather unspectacular impact on the game playing market. As it stands the home micro version seems to be a lot more playable than the arcade predecessor – albeit three levels shorter,

There are few novelties in this game. Each level scrolls through eight directions and contains a small feature exclusive to it, such as the upwardly rising rocks midway through the first stage. The guardians are also pretty standard and once you've worked out the technique for beating it once, it's the same each time.

As a conversion *Mr Heli* works well, but when you consider that the quality of the arcade original was none too inspiring it points Heli out to be a standard game with few thrills attached.

● Mark Patterson



Shoot out on level 3: if it moves, avoid it.

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C64/128	£9.99cs • £14.99dk	IMMINENT
AMSTRAD	£9.95cs • £16.95dk	IMMINENT
SPECTRUM	£24.99dk	IMMINENT

AMSTRAD VERSION

Now this is pretty nice. Clear, colourful graphics and a neat scrolling routine mean that the CPC version is a classy job – and one which Amstrad owners would do well to investigate.

GRAPHICS	8	IQ FACTOR	5
AUDIO	6	FUN FACTOR	7

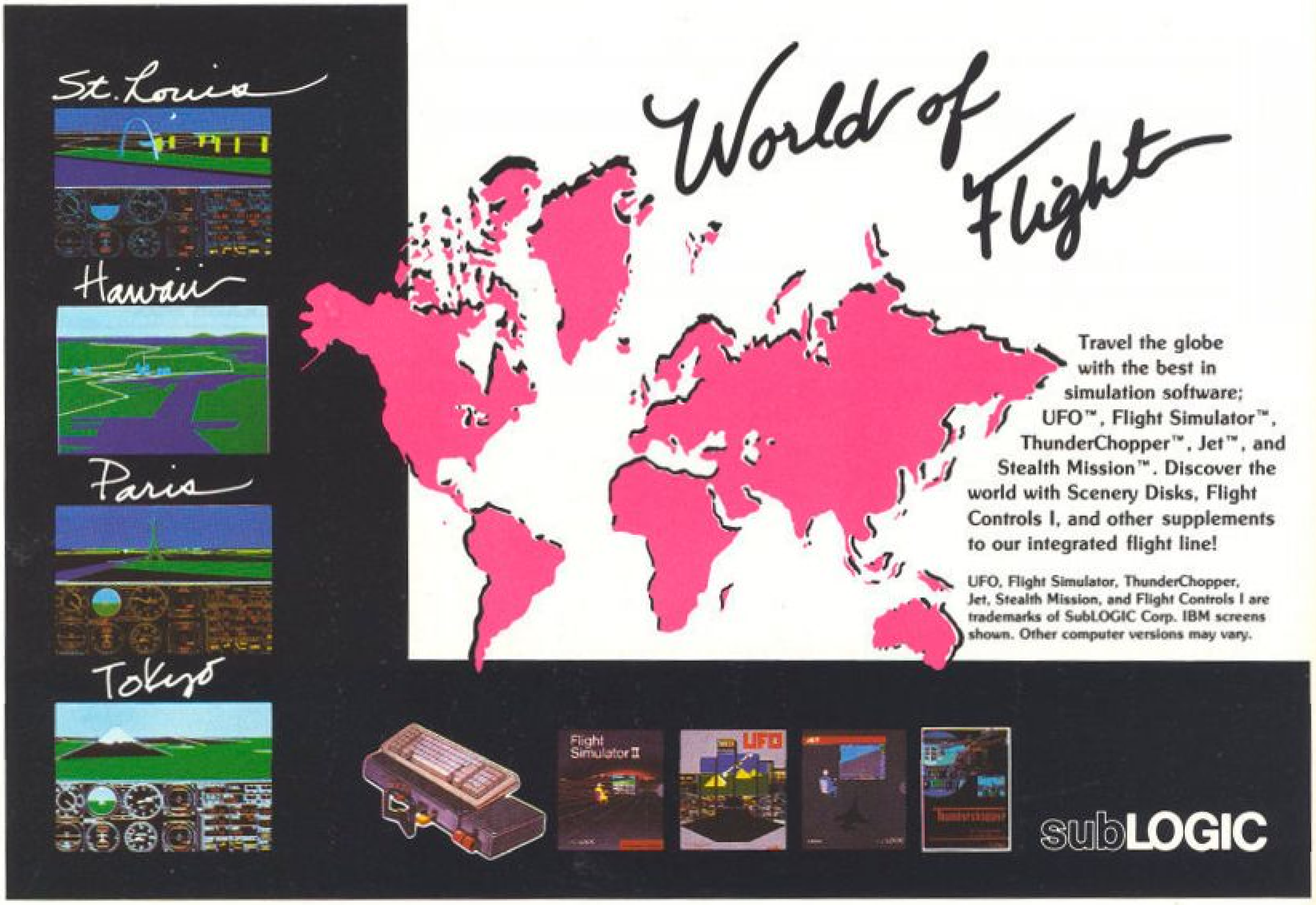
ACE RATING 764

C64 VERSION

Colourful graphics and some beefy sound effects, but the 64 version doesn't quite shape up as an arcade corker.

GRAPHICS	7	IQ FACTOR	5
AUDIO	7	FUN FACTOR	7

ACE RATING 670



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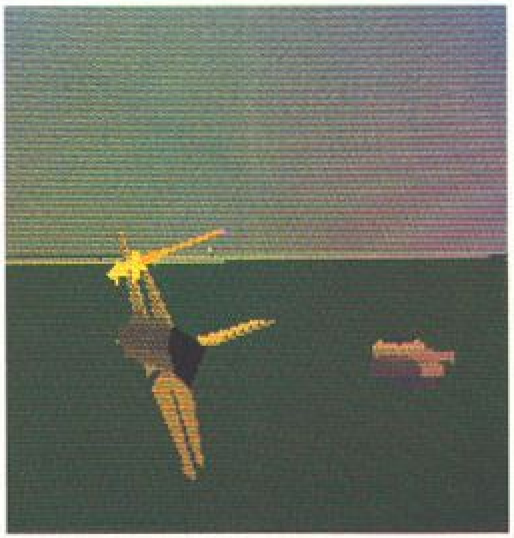
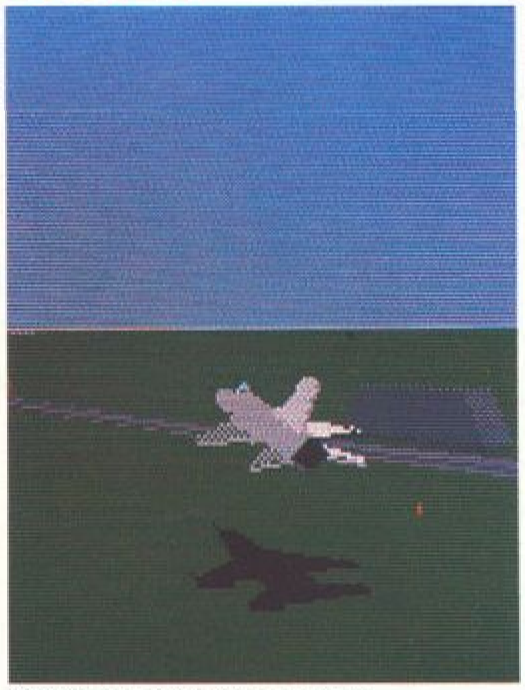
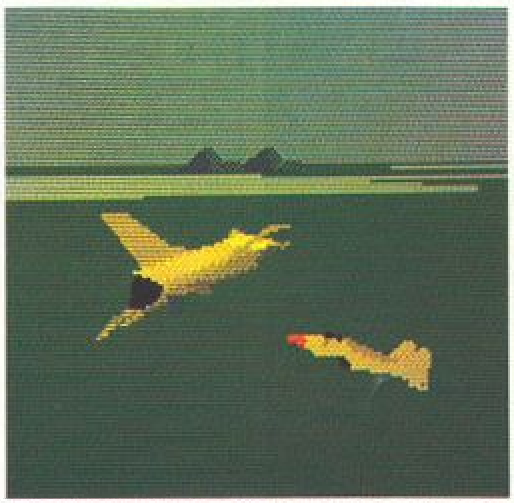
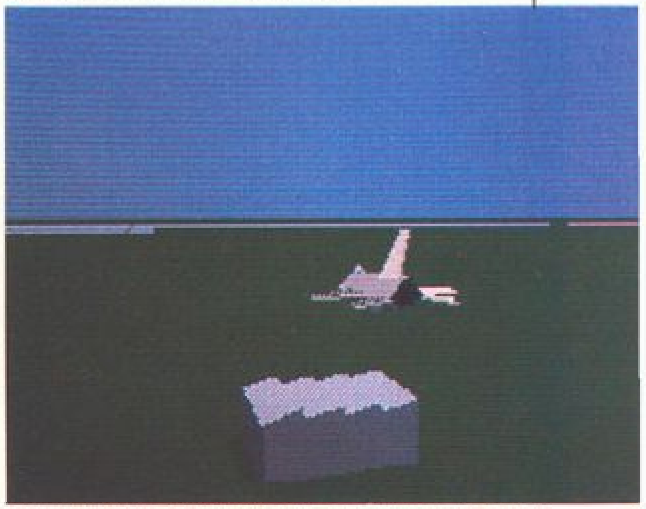
FALCON MISSION DISK

SPECTRUM HOLOBYTE/MIRRORSOFT fly again


Approaching low for a spot of tank busting


There's a slow train a blowin'


Tangling at close quarters with a Mig 29


Clean up the environment – destroy a factory

HARD assed fighter jocks who think they've graduated from the Spectrum Holobyte school of hard knocks and flight sims should take a look at the new addition to the curriculum - a mission disk that turns their simulation into a whole new game.

While the *Falcon* mission disk isn't a stand alone game - it has to be loaded in conjunction with Disk Two of the the original simulation - it should be regarded as a completely new challenge to those people who have mastered the original. *Falcon* was basic training: this is the real thing as far as simulation goes.

The basics of *Falcon* remain the same – that's because your F-16 goes with you along with your flying experience. It expects that you have mastered the basics (take-off, landing, general manoeuvring, emergency practice) and throws you into a full battle simulation that allows you to employ these skills "for real".

A simple glance is enough to demonstrate that this is not the same game with a few minor changes. Gone is the old landscape composed of sand and pyramid-like mountains, to be replaced by a whole new environment. The surrounding countryside has been transformed into green, more temperate scenery. There are embellishments and additions that add realism far beyond the original.

The skyline is interrupted once more by mountains, but this time they are shaped irregularly to make them look more like the real thing. This is no green and pleasant land , though. The alterations are more than superficial. Where *Falcon* was a series of separate missions which you could tackle at your own pace, this is a full- scale war scenario, and every decision or action you make effects the outcome. This is no place for fainthearts.

As the game unfolds you find yourself based at a forward airfield close to hostile enemy territory. No strategic arms limitations talks here, or nuclear thaw between the warring countries. Your neighbours seem bent on conquering your nation completely, and to this end they've launched an invasion.

935

Falcon was easily divisible into a series of missions, none of which was altered much by what happened before. What happens from the very beginning of the mission disk determines the fate of the battle. The game runs in real time and from the moment you find yourself in the cockpit the wheels of war are churning inexorably to a conclusion. Landing craft are making their way across the lake a short distance to the north east of your base. They contain T-80 tanks and they must be stopped before they reach your runway.

It's not simply enough to blow the landing craft out of the water, or take out the tanks before they reach the strip, because they're all part of a major offensive. Lines of communication ensure that when losses are sustained replacements are dispatched immediately. You have to strike at the heart of the enemy, piercing its defences and destroying the factories and railways which fuel the war effort. *Falcon* Mission can be played as a series of twelve missions, but how you handle the tactics are up to you.

As you're rapidly drawn into this game you begin to realise its scope. There are new areas to explore, a greater challenge (you're flying against Mig 29's now), new installations on the ground to see in the shape of a factory, convoys, train, landing craft, tanks and an old refinery. Major tactical advances are necessary, and you're going to have to improve your technique if you're going to make an impression on this.

Where once owners had probably the most impressive simulation available on the market, the way is now open for them to own a whole library. The possibilities of *Falcon* become virtually limitless if it's upgraded regularly in this kind of way. Each game can improve on the original and set the player a new challenge that constantly regenerates the original simulation. That's what 16 bit gaming should be about, and that's why a mission disk will top the charts.

● Mike Pattenden

ATARI ST VERSION

A wonderful extension to a wonderful game. The ST version is a classy product with brilliant graphics and gripping gameplay.

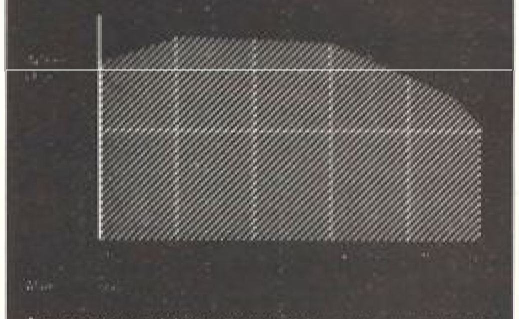
GRAPHICS	9	IQ FACTOR	9
AUDIO	8	FUN FACTOR	9

ACE RATING 935

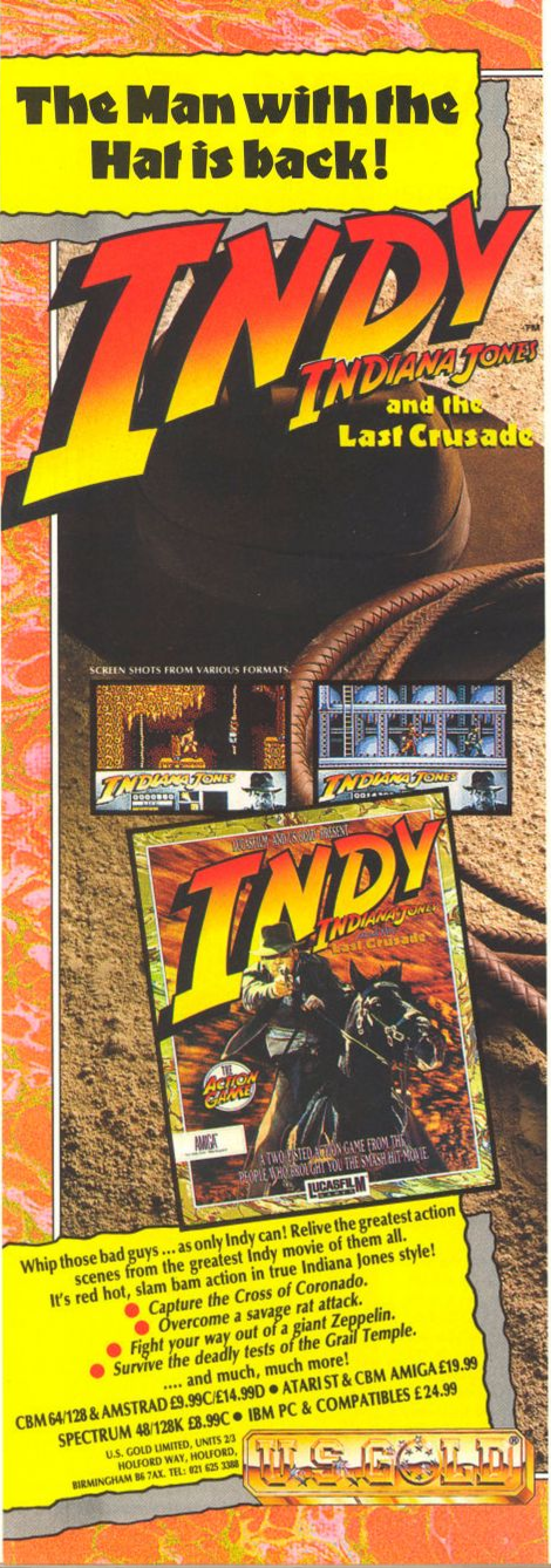
RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	IMMINENT

PREDICTED INTEREST CURVE



A stunning add-on that will keep you airborne for a good long flight.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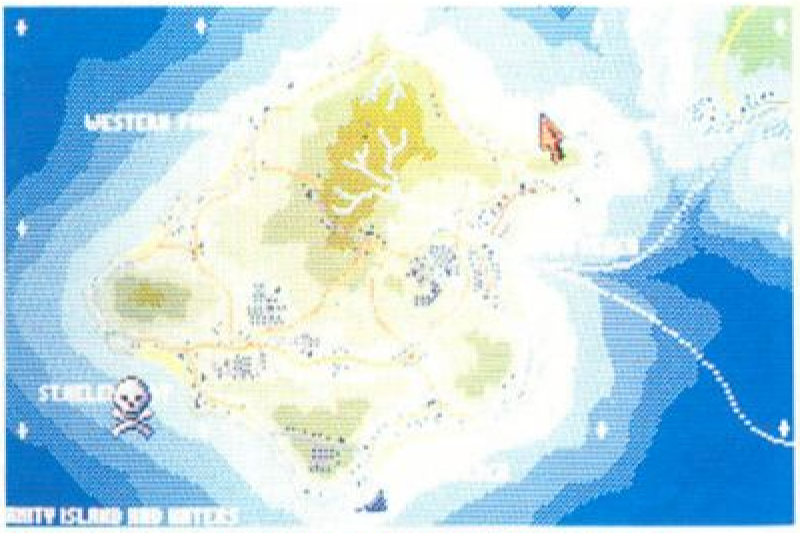
JAWS

Fishy business from SCREEN 7


WESTERN
STEELE
AMITY ISLAND AND WATERS

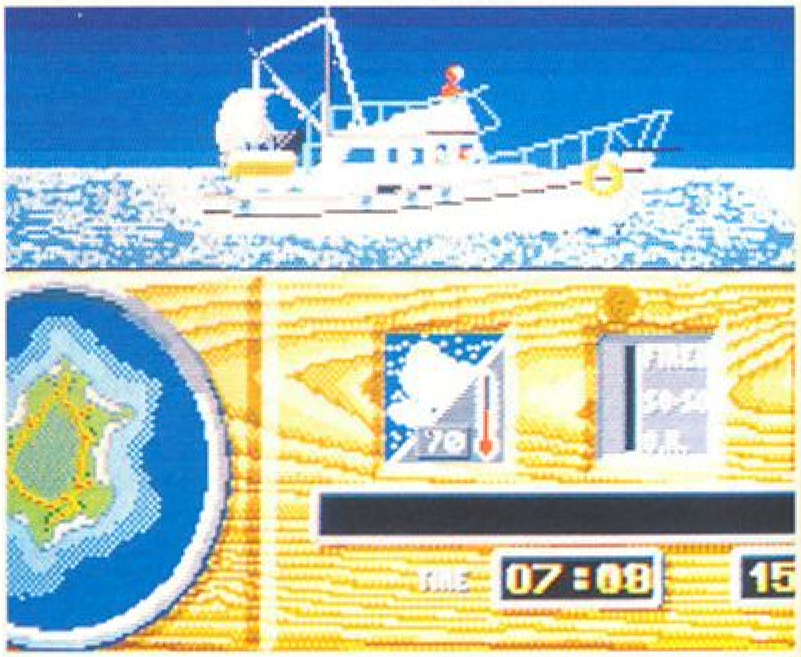
Amity island and the waters where Jaws gets his food.

AMITY Island is having trouble with its fish. Or rather, one very large and hungry shark which keeps patrolling the waters in search of human hors d'oeuvres. Yes, this is the game based on the film (now a good 14 years old) featuring the misanthropic Great White whose staple diet was anything to do with raw humans. But the action doesn't follow the film very closely: take away the boat going out to sea and what you have is a fishy shoot-em-up with arcade adventure elements to it.

The basic task is this: as Chief Brody you've got to make fish bits out of the shark. Unfortunately, you've lost your only means of doing it – a special gun with deadly bullets which is lying idle somewhere on the seabed. On the positive side, you've been given a team of six men, which can be increased if you find the right icons hidden underwater.

There are six regions in which to begin your search around the island, and the weapon parts could be in any of them. Pressing

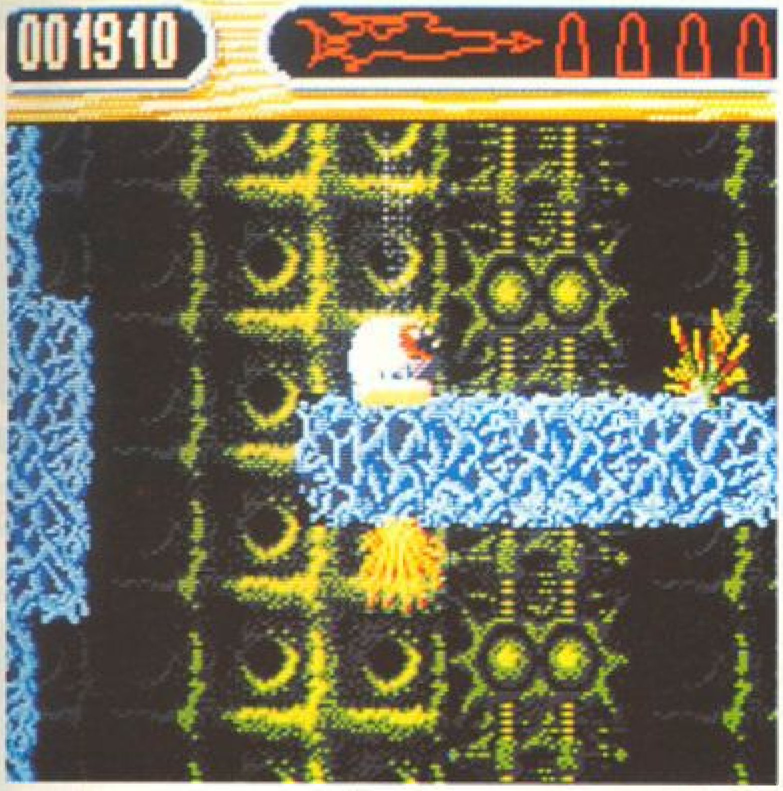
Out on patrol, looking for Jaws.


70
TIME 07:08
15

ATARI ST VERSION

The ST is capable of much better than a poor rendition of the Jaws theme tune and some weedy in-game effects, and its graphics powers have been much better used than they are here. There's a neat intro sequence which shows the bathyscape being loaded onto the boat, but apart from that there's very little in else in the game to show that it's a 16-bit product.

GRAPHICS 3 **IQ FACTOR 4**
AUDIO 4 **FUN FACTOR 4**
ACE RATING 475



fire while in the boat launches you in to the wonderful undersea world of deadly plants, poisonous octopi, sinister starfish and, of course, Jaws itself. Here the flick screen action takes you from the surface to the depths of the ocean bed, where you can find such items as treasure, fish which dissolve into smart bombs,,extra air (oxygen is constantly running out), deadly walls, fast- and mega-bullets, and a shield.

Once you've assembled the weapon a diver is placed in the area where Jaws is prowling for only 80 seconds. Within that time jaws must be hit at least three times with a mega-bullet; fail and there's no second chance.

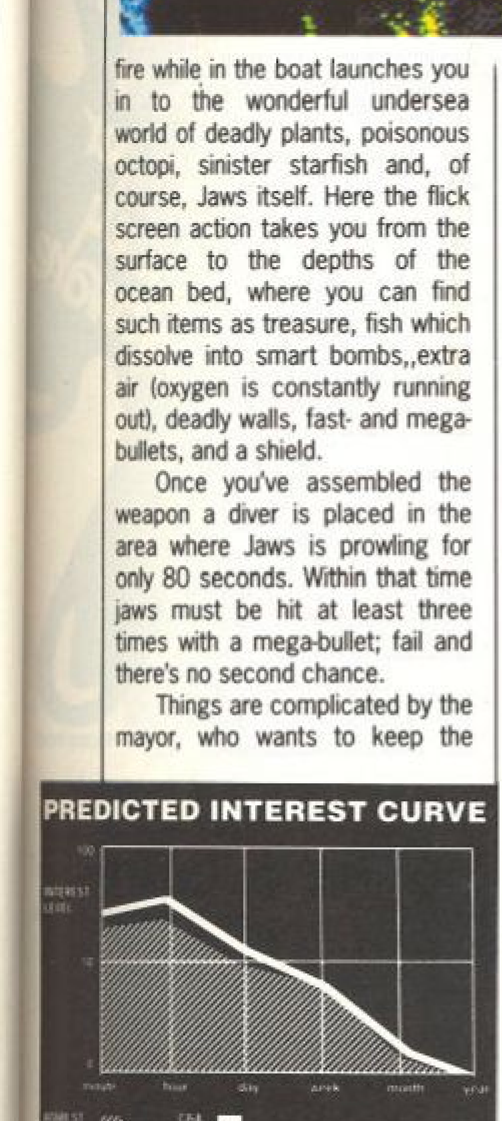
Things are complicated by the mayor, who wants to keep the beaches open. Brody can close them, but if closes too many for too long he loses his job. However, too many beaches left open increases the risk of shark attacks: with six or seven more deaths the mainland authorities will shut the island down. A fine balance needs to be maintained if you're to succeed.

Underwater and you're looking for that vital gun.

So much more could, and should, have been made of this licence; what we've got has all been seen before and at a cheaper price. It simply isn't interesting or varied enough to keep you playing for long periods; the graphics aren't stunning; the strategy element isn't very deep and the shoot-em-up action is, basically, boring.

● Gordon Houghton

PREDICTED INTEREST CURVE



The urge to explore will keep you hooked for a short while, but the dull gameplay will soon have you reaching for the off switch

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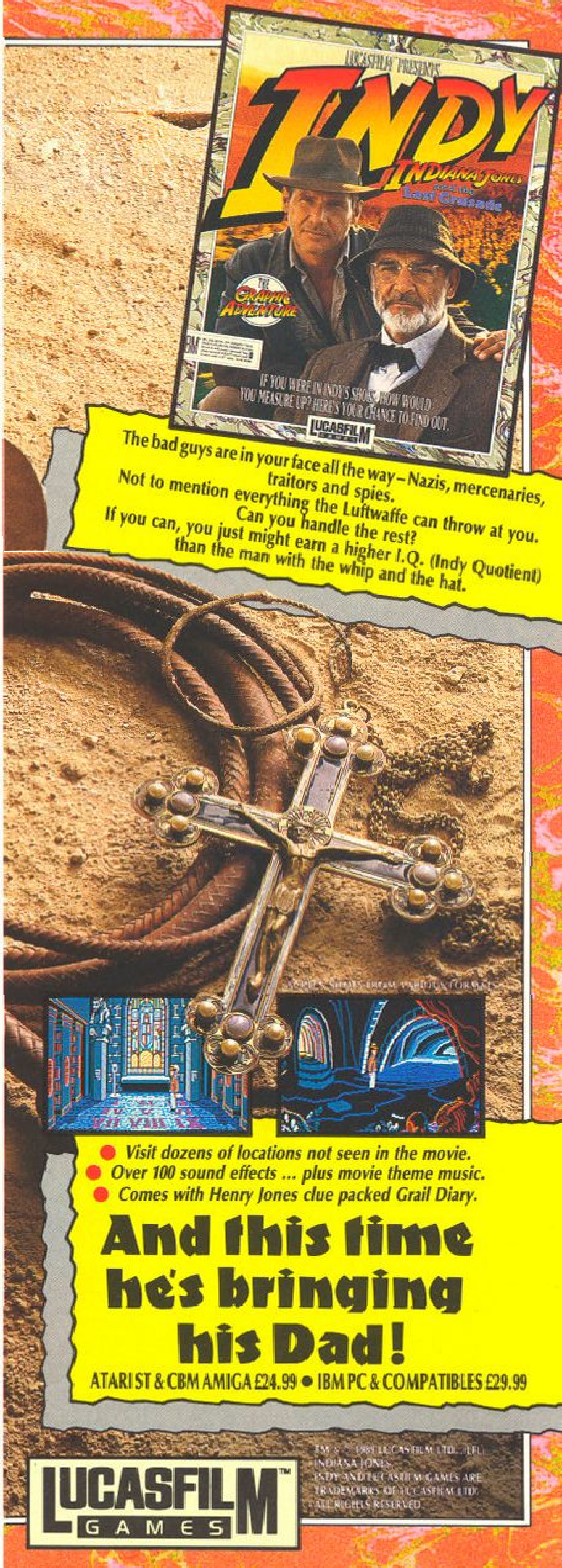
C64 VERSION

Though it doesn't have the benefit of the 16-bit intro sequence and map sections, the 64 *Jaws* plays slightly better because it's easier to kill the underwater enemies. The in-game sound is still fairly dire, though, and the title tune is certainly repetitive.

GRAPHICS 5 **IQ FACTOR 4**
AUDIO 4 **FUN FACTOR 5**
ACE RATING 505



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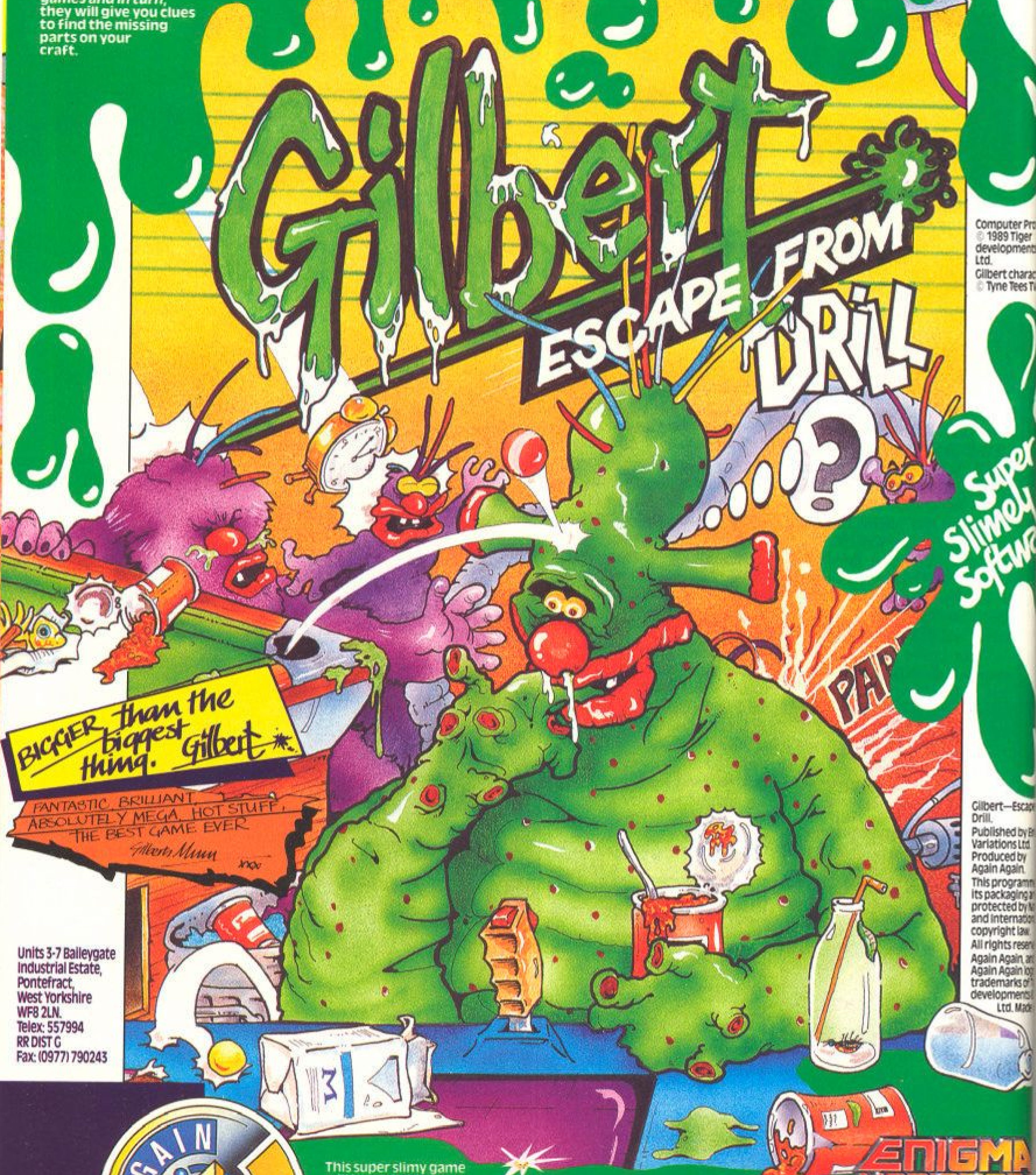
Gilbert is back at Drill and feeling very pleased with himself.

Unfortunately, the rest of his fellow Drillians are not quite so happy. In fact they are green (and slimy) with envy.

Gilbert is invited back to Earth to do a new TV series, but to avoid more of his bragging the Drillians remove parts of the Millenium Dustbin and spread them about the planet.

You are in control of Gilbert (most unusual) and to get him back to Earth within 24 hours you have to beat the Drillians at their favourite arcade games and in turn, they will give you clues to find the missing parts on your craft.



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AGAIN AGAIN

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FOR

XYBOTS

DOMARK prove two's company when you're robot-killing

IT'S a good thing that the names of sprites aren't crucial to your enjoyment of computer games. *Xybots*' protagonists answer to the unlikely monikers of Major Rock Hardy and Captain Ace Gunn. With handles like that they just had to grow up as heroes. And their heroic, not to say suicidal, mission is to clear an alien Hampton Court of deadly Xybots.

You get the picture? You run around the scrolling corridors of a maze, seen in split-screen perspective, massacring every metallic monster you encounter.

En route you pick up useful objects and you'll need them, because some of these 'bots are a real pain in the bot'. Luckily, you've also got a zapper to, er, zap 'em. That's Xybots-speak for that old favourite, the smart bomb, which temporarily paralyses the opposition.

It may all sound mindlessly familiar, but the zap and map elements are well balanced and produce a game with that special once-again factor. You've got to try again because you just know that next time...

Then there's the two-player option. Tackled solo, the subterranean city may lose its appeal fairly quickly. But dredge up a friend and start co-ordinating your efforts to deal with some of the nastier nasties, including the Master Xybot, and it gains a whole new depth.

Quite some thought's gone into the mazes, which allow you to develop basic strategies. And the different Xybots have their own, individual, attack patterns, giving the impression of an intelligent enemy.

Not that it's all co-operation between players. Sometimes there are healthy bonuses for the first player to take an elevator to the next maze, so there can be an undignified scramble for the lift. As it descends it stops off at the local hardware store where, depending on the coins you've collected, you can tool up with extra shields, fire power and the like. This adds another strategic level, and extra interest.

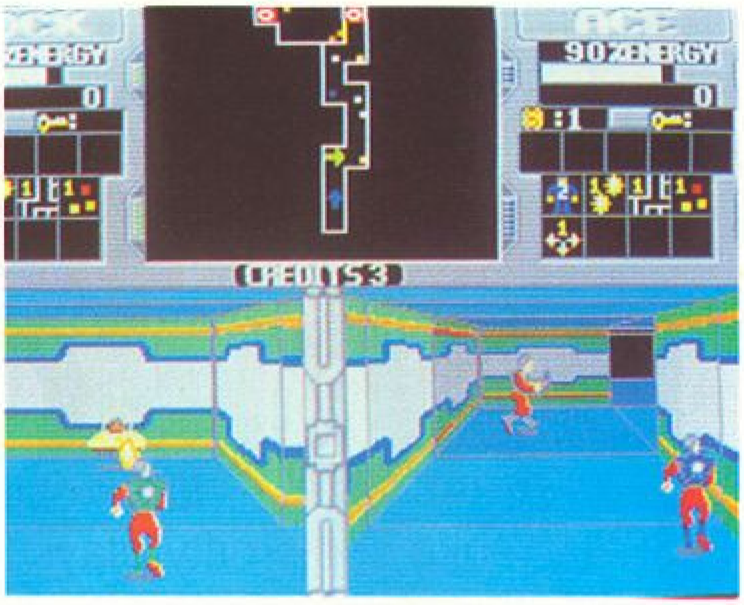
So far so good. Unfortunately, *Xybots* seems to suffer from one or two monstrosities lurking in its machine code. The first is common to all versions and is a question of control. The original arcade machine possessed two fire buttons and a dial for shooting, zapping and changing direction. Your everyday joystick has just four directions and fire.

Domark's compromise was probably the best available in the circumstances. Pulling back while firing works well for zapping, but a sideways movement with fire to turn can cause problems. In the heat of battle with three big red robots coming for you, you don't want to find yourself performing a nifty 90 degree spin. Even when you're used to the system you'll find yourself facing the wall from time to time.

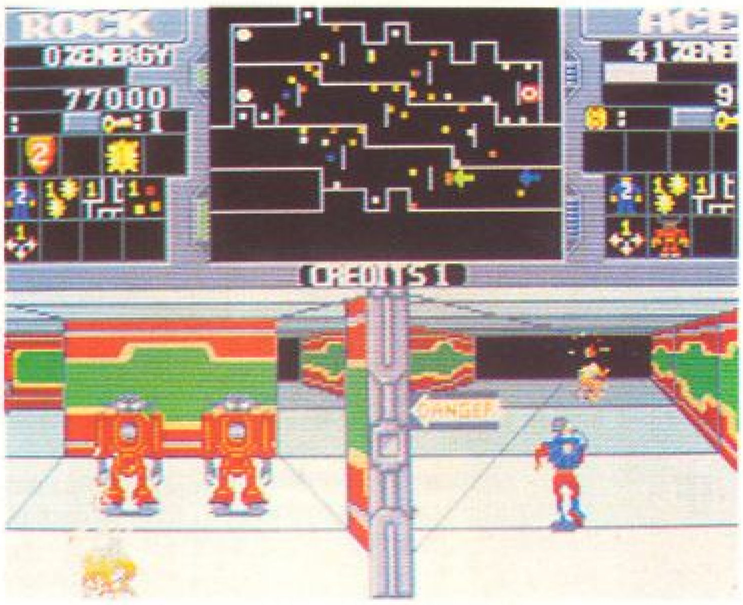
The other problem concerns versions. While the ST *Xybots* is superb, the two 8 bit versions appear to be asking too much of the machines. Of these the Spectrum is the better, though necessarily monochromatic, while the Amstrad version is less good.

On the ST *Xybots* is a novel and entertaining blaster, particularly when played with a friend. Spectrum owners should be satisfied with their versions, but give the CPC version a try before you buy.

● John Minson



Rock and Ace around the corridors of Xybot city.



On lower levels, shots harm your colleague and you'll need mapping gear to see where you're going.

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SPECTRUM VERSION

Probably as good as you could expect from this 8 bit machine. Monochrome graphics don't detract from the action, which is pretty fast. But don't choose Kempston stick for player 2 if you wan't to play solo.

GRAPHICS	**8**	**IQ FACTOR**	**5**
AUDIO	**7**	**FUN FACTOR**	**7**

ACE RATING 776

ATARI ST VERSION

Fast and colourful action with just enough strategy to stop your mind OD-ing on mass destrcution. But don't try to play the solo with your mouse plugged in – it won't work!

GRAPHICS	**8**	**IQ FACTOR**	**5**
AUDIO	**8**	**FUN FACTOR**	**8**

ACE RATING 812

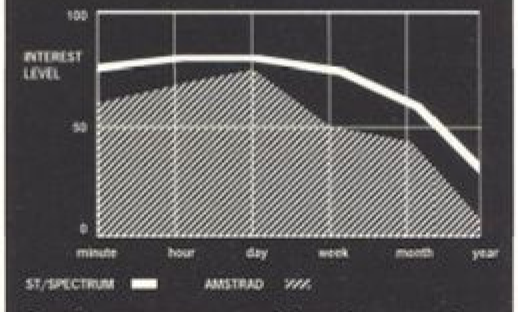
AMSTRAD VERSION

Disappointing graphics, though Domark say they are going to split the screen and use different palettes – but that won't help the fact that Rock and Ace seem to be walking downstairs as they advance..

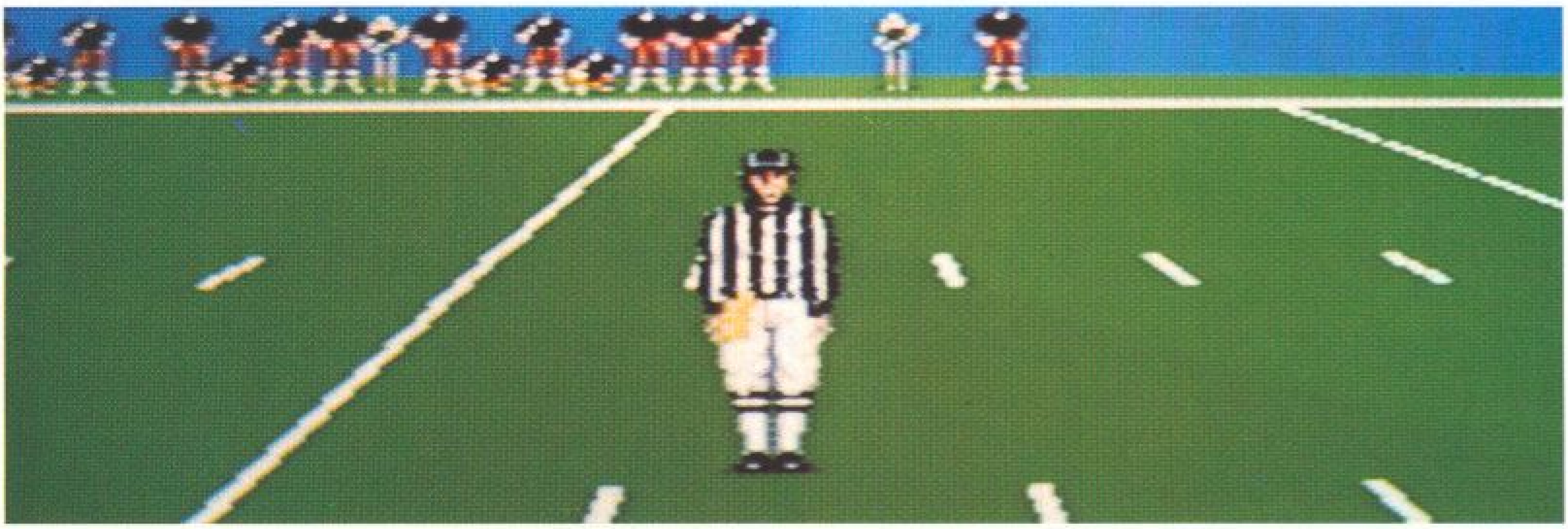
GRAPHICS	**6**	**IQ FACTOR**	**5**
AUDIO	**5**	**FUN FACTOR**	**6**

ACE RATING 547

PREDICTED INTEREST CURVE

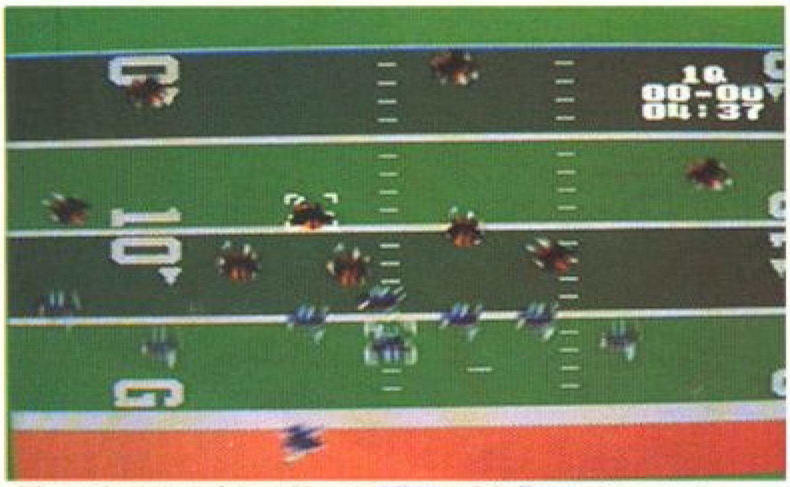


Can keep you engrossed for quite some time, especially in two-player mode.

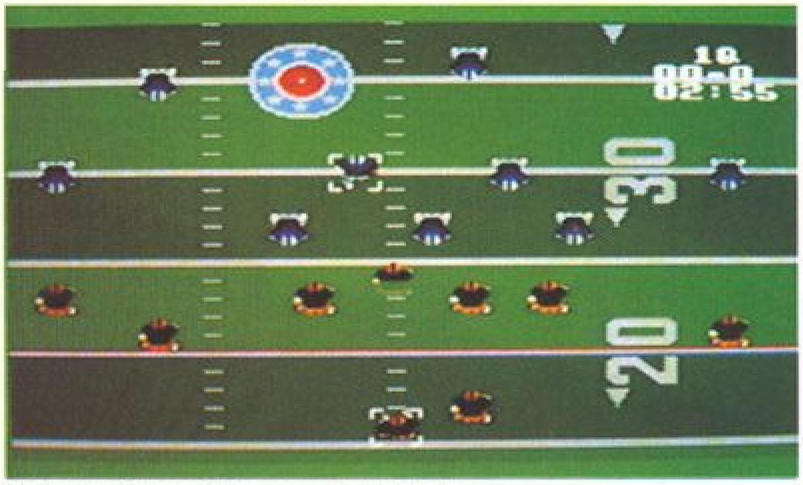


PRO-FOOTBALL

SEGA make some nifty plays



4th and inches from the goal-line with five on the clock



Lining up for another complicated play

IF If you're an American Football fan and can't wait for the season to begin, this excellent new simulation from Sega is just the thing for you.

An extensive options menu on the title screen lets you select a one or two-player game, change the difficulty level of the computer opponent (either easy, medium or hard), the time limit (real time or five/ten minute quarters) and the type of game (either a Monday night game or Road to Superbowl). Monday night is a one-off game, while Superbowl puts you in a knockout competition against top teams. Passwords are supplied throughout the competition, so you can continue where you left off.

When all the options are set, you can select your favourite team from a list of all the American AFC and NFC members - a nice touch that's made even better with each team being represented in their true colours. A coin is tossed at the start of a match to determine who kicks off, and then the action proper begins.

The proceedings are viewed overhead, and the game takes place on a vertically scrolling pitch. Plays are selected from an extensive but easy-to-use menu system. Each play is displayed as a picture which gives a detailed view of what each player does during that move. An option lets you scrutinise the players' movements even more closely. The play can also be reversed.

There's a less extensive list of defensive movements, and these are displayed as text, which explains in short what the play is - movement against long pass, short running play, end zone line, or whatever.

During play, the player takes control of the quarterback until he passes the ball, whereupon control is given to the receiver. During defensive moves, the player controls one footballer.

While *Pro Football* is incredibly simple and straightforward to play, it doesn't compromise at all on the actual gameplay. Novices can sit down and play almost straight away, but with practice, there's scope for advanced players to put together the complex moves and strategies for which the American game is famous.

The presentation is superb, with the best play selection system I've seen on a game of this type - even better than Cinemaware's *TV Sports Football!* The difficulty level is perfectly balanced, with the easy level just tough enough to challenge a novice for a couple of games, and the hard one giving even the most experienced player a tough time. There's certainly plenty of scope for long-term play, and the two-player option increases *Pro Football's* longevity to Methusalah-like proportions.

The graphics are top class, with nicely defined players and brilliantly animated intermission screens of the referee judging moves - you really feel like you're there!

Pro Football is simply an American Football enthusiast's dream come true: yet it offers enough addiction and enjoyment to appeal to those who aren't mad keen on the sport. It's the best simulation of this sport to date, is a great game in its own right and deserves to be in every Sega owner's collection.

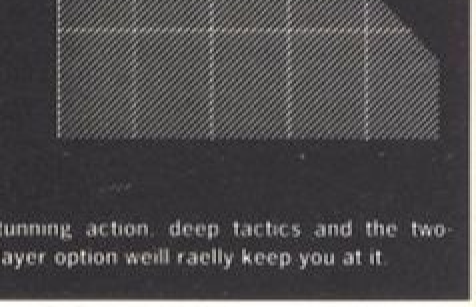
● Julian Rignall

GRAPHICS	9	**IQ FACTOR**	7
AUDIO	8	**FUN FACTOR**	9

ACE RATING 920

RELEASE BOX		
SEGA	£24.99	IMMINENT

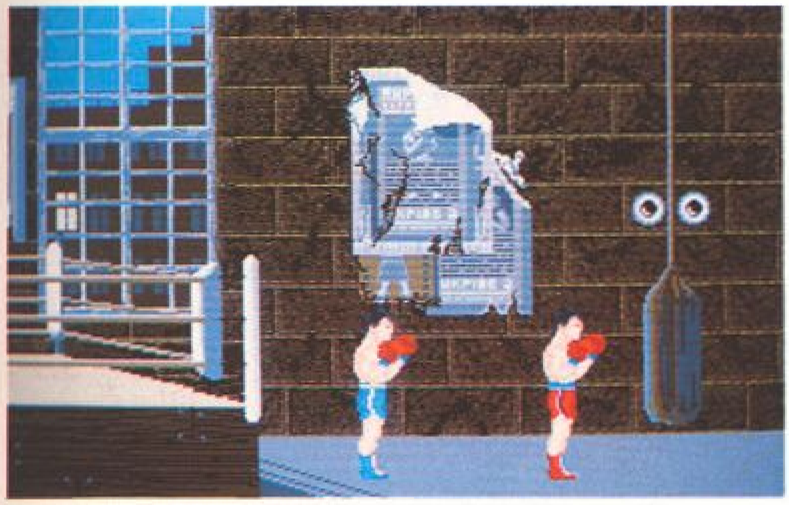
PREDICTED INTEREST CURVE



Stunning action, deep tactics and the two-player option weill raelly keep you at it.

THE CHAMP

LINEL slug it out



Train hard, hit hard. Follow the leader for better punching accuracy in your next fight.

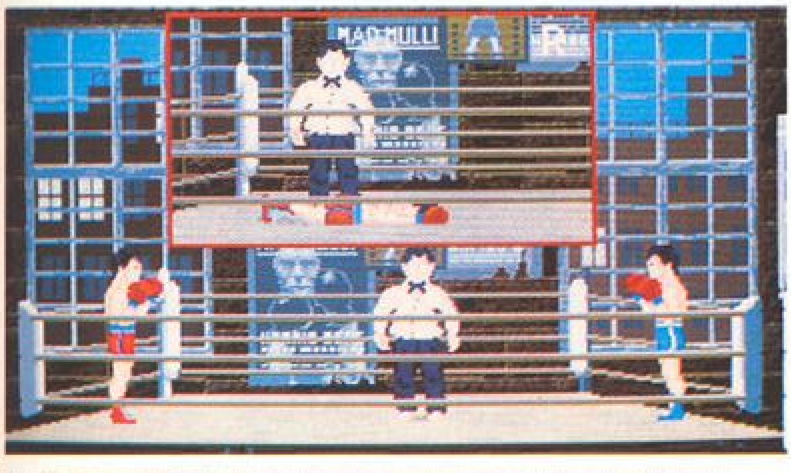
THE catalogue of boxing simulations on the Amiga is extended to one with the release of this game from Swiss software house Linel. As with their other products, like *Dugger*, it's a very polished piece of software. The graphic and sonic trimmings are excellent – but somehow the simulation doesn't deliver the killer punch.

As soon as the disk loads you're treated to the impressive sounds which draw you in. Sampled chants are followed by an MC who introduces the game. Then there's a spot of Rocky, but let's not hold that against them.

Once you get into the main body of the game you're on more familiar territory with a training option in the gym, sparring and competition fights. The idea is to compete in as many fights as possible, as successfully as possible until you have built a substantial world ranking. Then you can go on to become the champ.

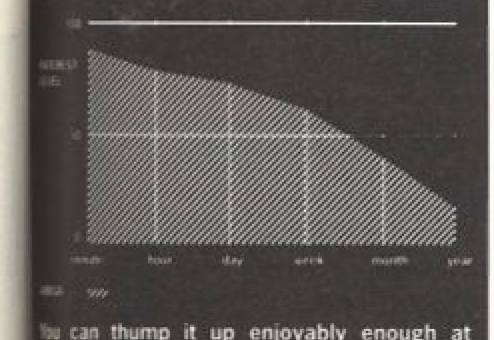
The true test of boxing simulations is whether they actually manage to get the idea across of the vast array of movements and blows which occur in a fight. Here's where The Champ starts to wobble on its feet slightly. Graphically the characters and backgrounds are well presented with good settings and large, impressively drawn figures. The animation however, lacks fluidity and accuracy. Further still, the actual fights are tedious and slow.

Bouts last for three two minute rounds in which time you



And he's out! Watch the replay to see where you went wrong.

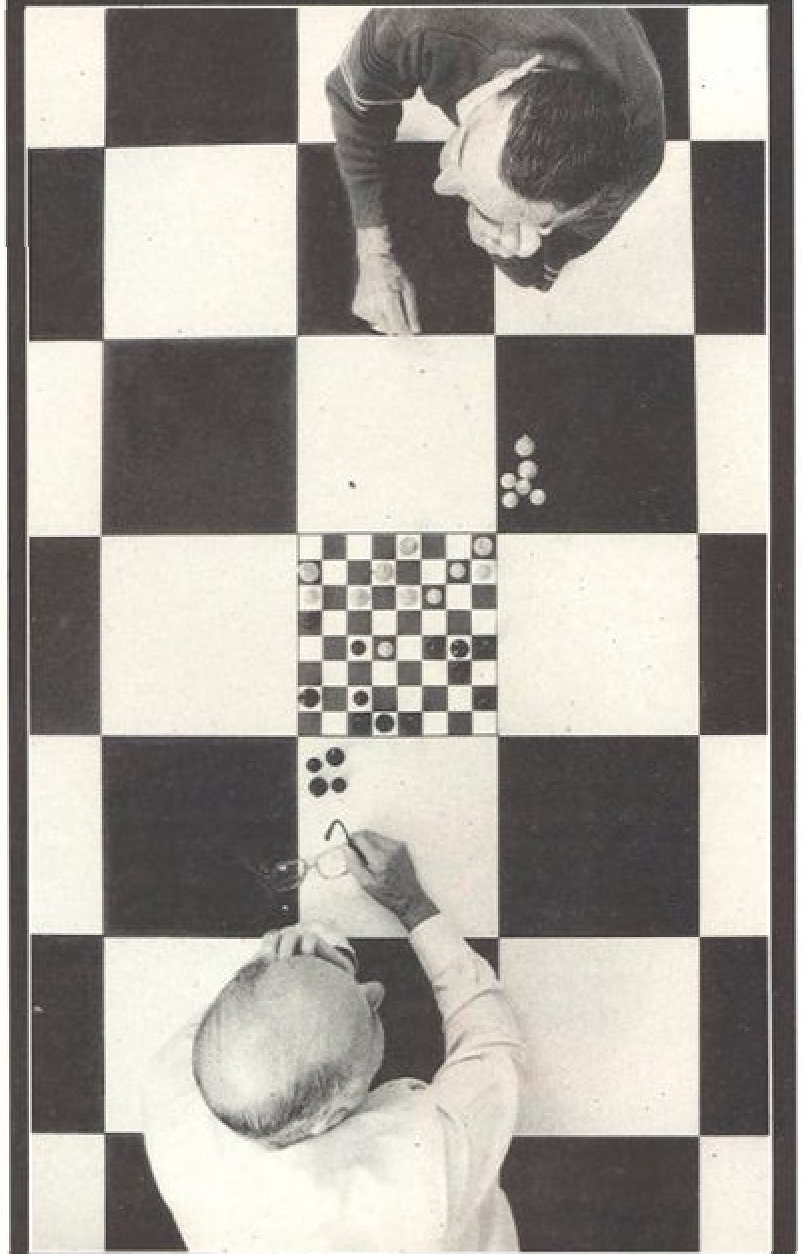
PREDICTED INTEREST CURVE



You can thump it up enjoyably enough at first, but boxing can be a pretty unrewarding profession in the long run...

GO TO PAGE 73...

SO,
YOU THOUGHT
CHESS WAS DULL?



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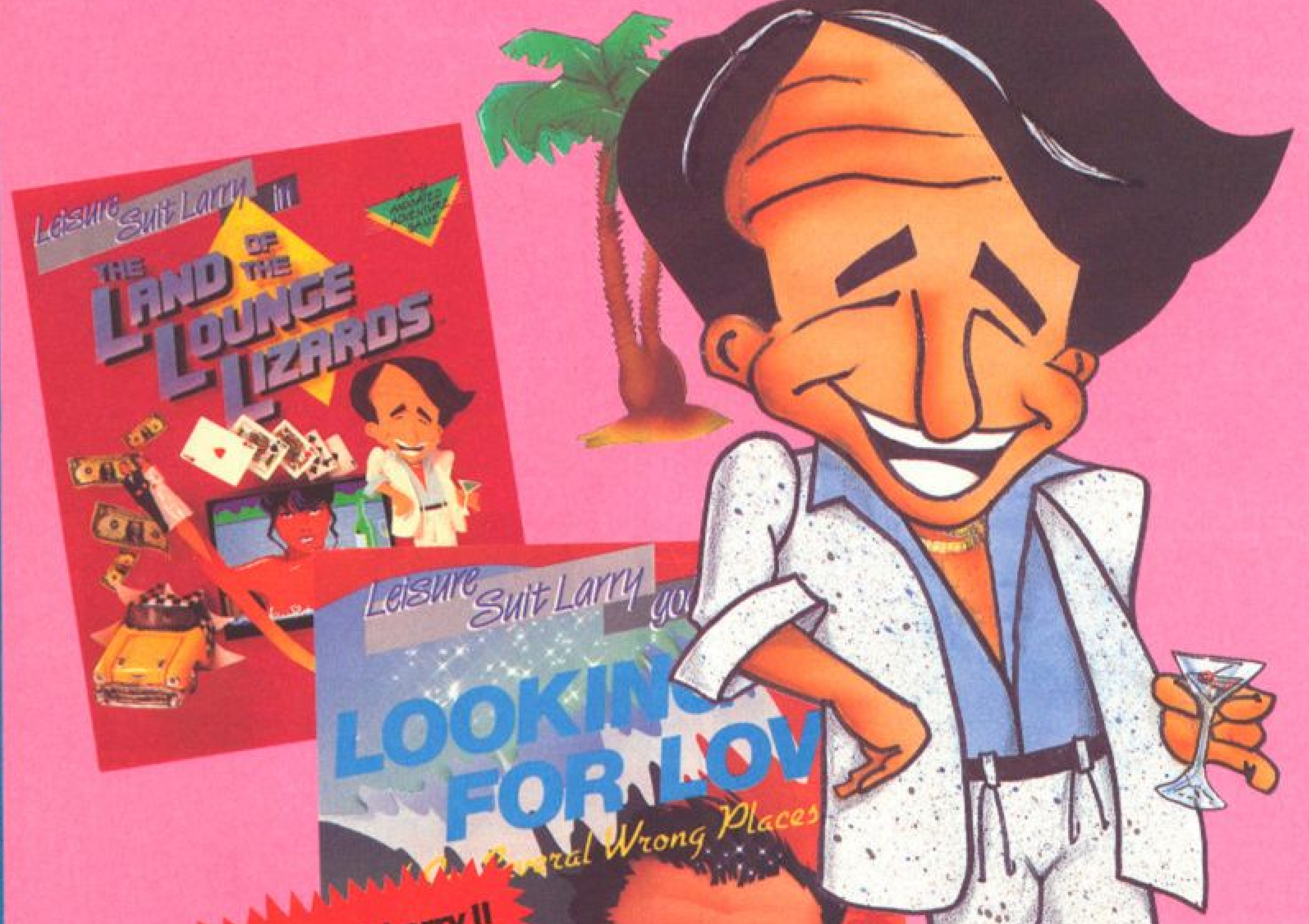
HE'S BACK!

LOOKING FOR LOVE (In several wrong places)


Leisure Suit Larry in
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ACTIVISION

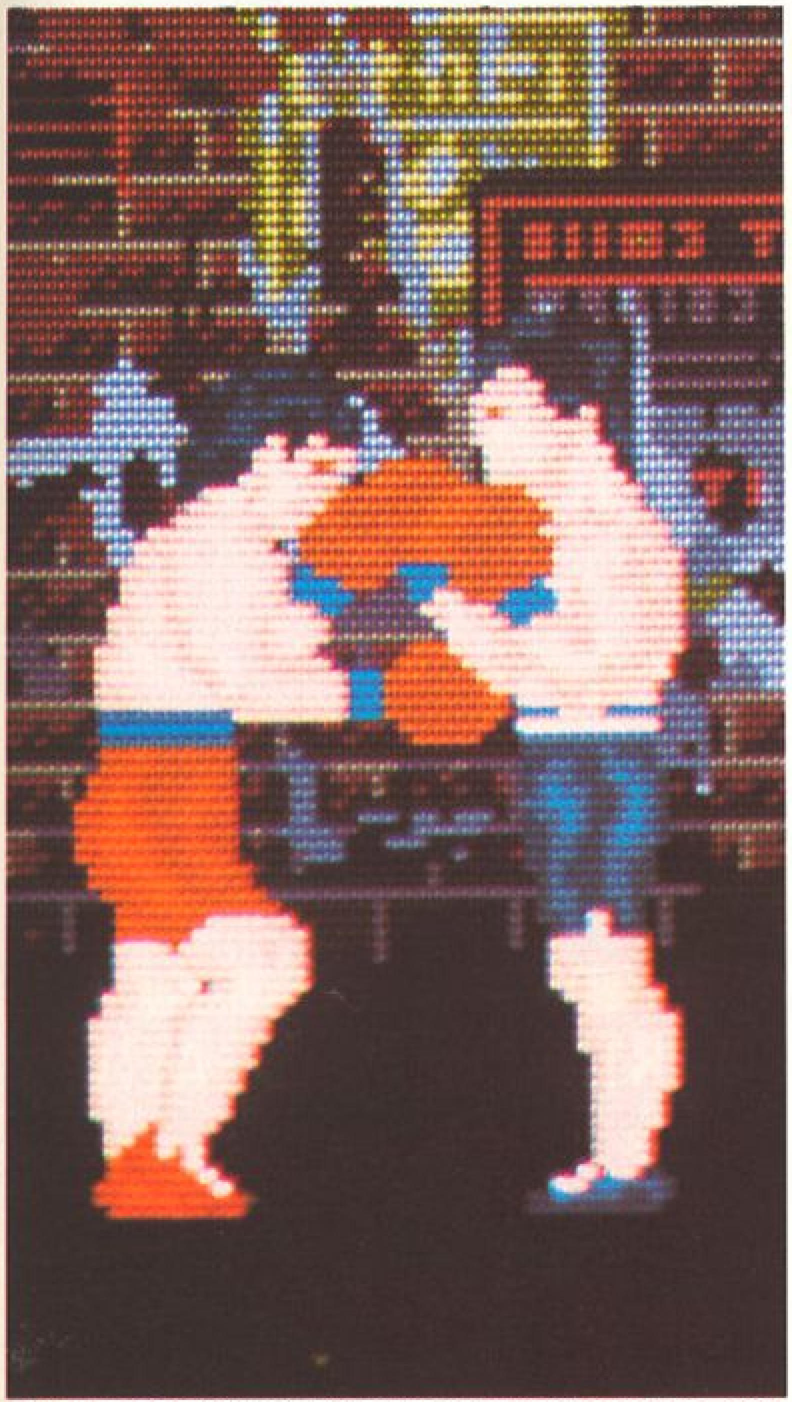
attempt to score as many points as possible. If there is no knock out then the match is judged on points scored. When you fight though, it's difficult to see whether you are being hit. Your blows sound on the opponent, but his don't when he lands shots on you, so your power meter can drop rapidly. In fact it's possible to knock your opponent down a number of times and still lose. Fair enough – but I decked mine six times in one bout only to lose without going down once myself. At this point your interest in becoming the champ begins to wane a little.

I've yet to see a really impressive boxing simulation on any format, despite the presence of many fine oriental beat 'em ups, and The Champ does little to rectify the situation. This tries hard to be a contender, but it's back to the gym to learn the ropes I'm afraid 'Arry.

● Mike Pattenden

RELEASE BOX

AMIGA	£tba	IMMINENT



From back-street brawler to World Champ: Tyson did it – why not you?

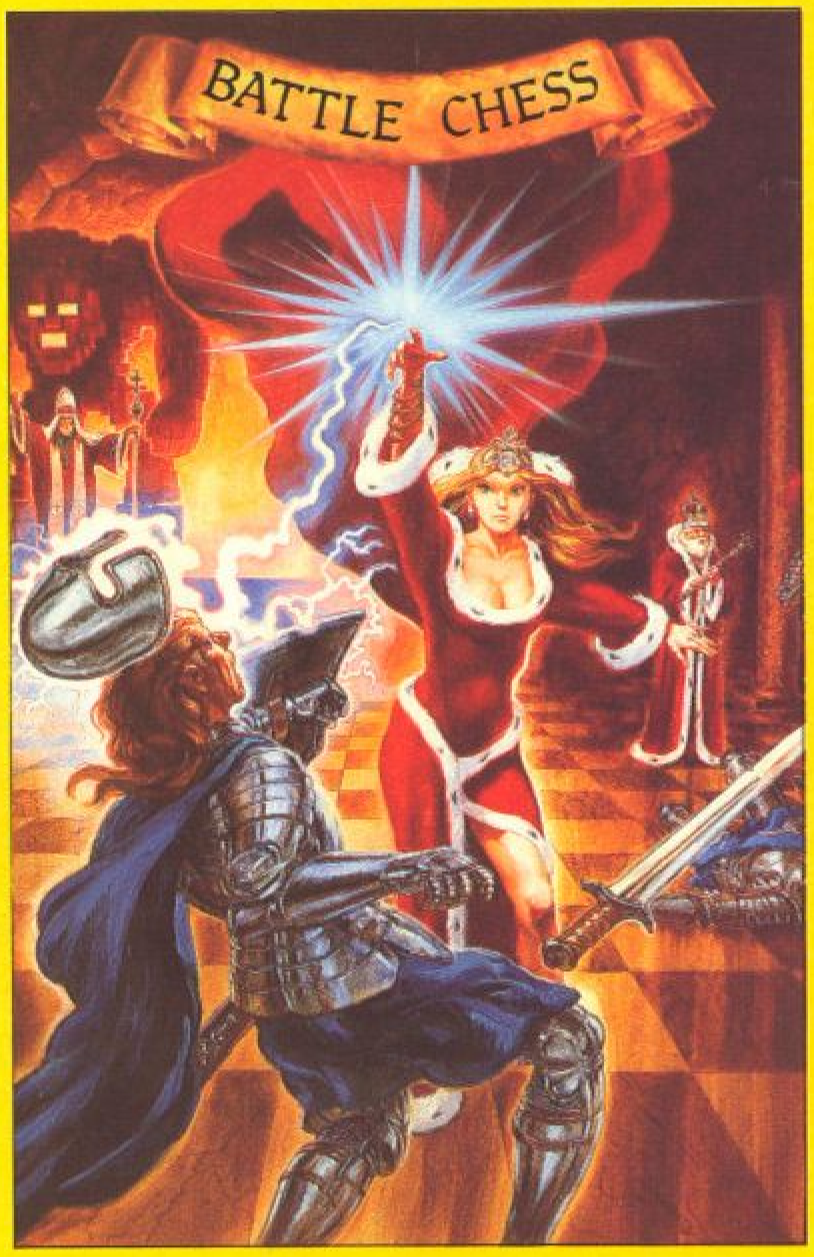
AMIGA VERSION

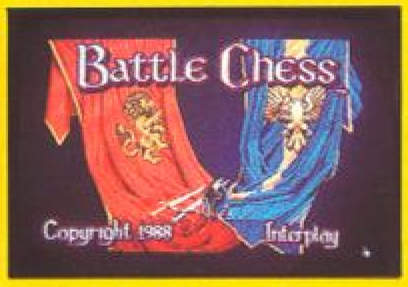
If you want to box on the Amiga, then this is really your only choice. It can be pretty good fun, but it doesn't really have the subtlety or the realism to go the full 15 rounds.

GRAPHICS 8
IQ FACTOR 6
AUDIO 9
FUN FACTOR 7

ACE RATING 715

THINK AGAIN!





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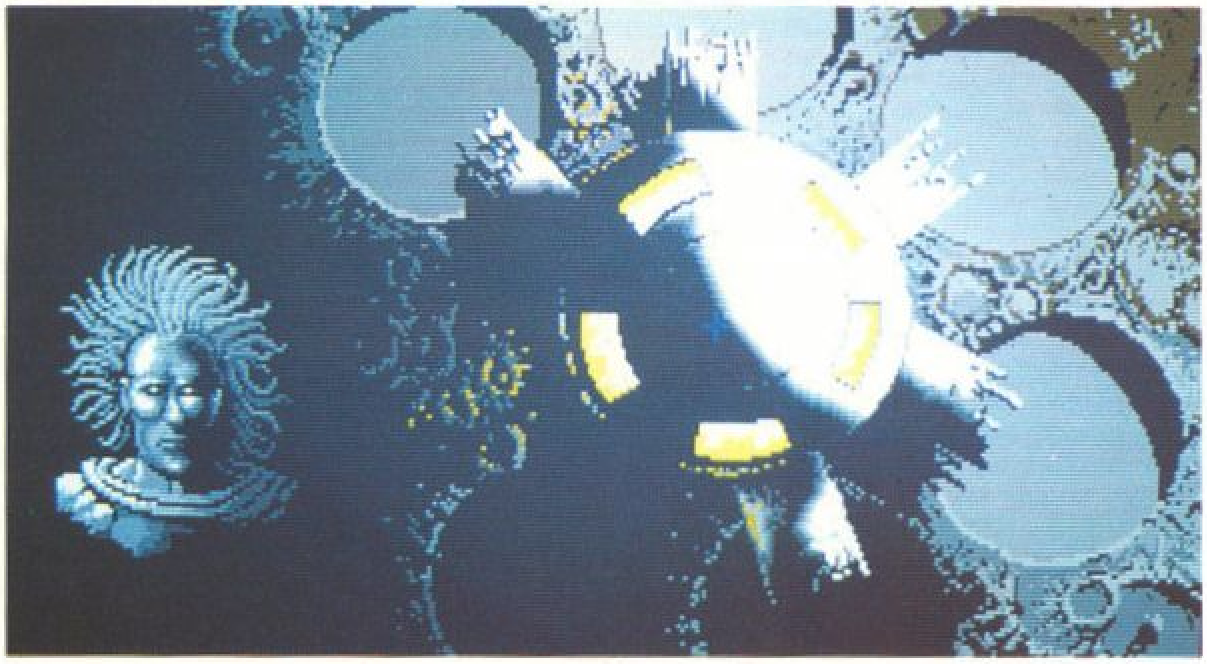


MILLENIUM 2.2

PROBLEMS? COLONIES FALLING APART AROUND YOUR EARS? JUST READ ON – AND YOU"LL HAVE THE MARTIANS QUAKING IN THEIR KHAKIS...

First of all, go to the ENERGY block and switch on the SOLAGEN MK 1. Then switch on the resource station. Research and build the SOLAGEN MK 2, (To speed up the researching and building of the SOLAGEN MK 2 advance through the days.)

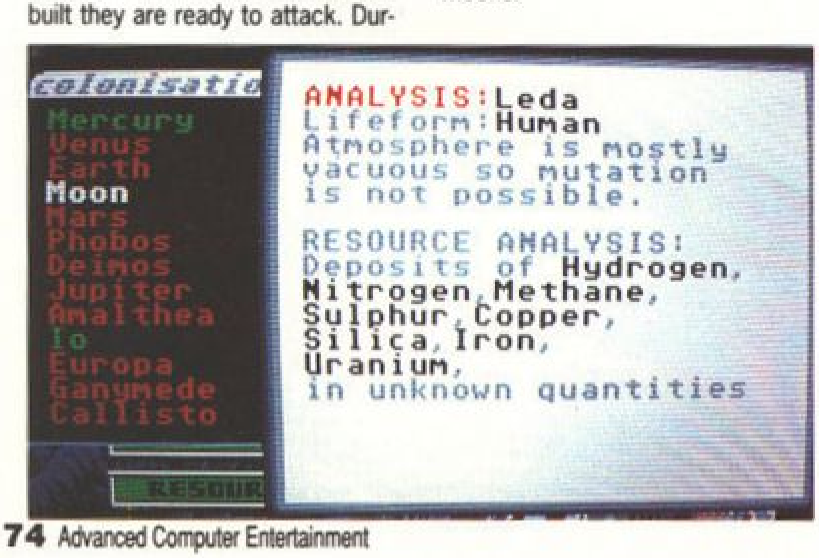
If at any time you can't SHUT DOWN the resource station if this fails to work, you obviously don't have enough energy. (Note; you must start with a SOLAGEN MK 1 and work up – for example, SOLAGEN MK 1 then MK 2 then MK 3 and so on, otherwise you will have insufficient energy to build. You have to research each SOLAGEN to build it.

DEALING WITH THE OCCASIONAL MARTIAN ATTACK

During the first year the Martians will notify you of their presence, and that they claim ownership of Earth. Don't worry too much about them as they only attack about twice a year and they do very little damage. You can stop them from attacking by building fighters or orbital lasers (which can only be used once) – as soon as they are built they are ready to attack. During an attack, just click on the DEFENCE block and select your means of defence (as long as it's there!).

RESEARCHING PLANETS AND MOONS

To be able to colonise other planets you will have to send a probe out to them. The probe must also be researched and built before use. First of all build 8 probes (8 Probes is all that the FLIGHT BAY can hold) and name them. Then set their destinations to the following places: CALLISTO; LEDA; TITAN; HYPERION; RHEA; ENCELADUS; PHOEBE; TRITON. These are places that CAN be colonised. Then build another 8 probes and send them to URANUS; SATURN; MIRANDA; ARIEL; PLUTO; NEPTUNE; OBERON; TITANIA then build one last probe and send it to UMBRIEL. Then once the probes have reached their destination land them on that moon/planet, and research the planets. Once this is done save the game as GAME 4, this is so you won't lose the record of these planets and moons.



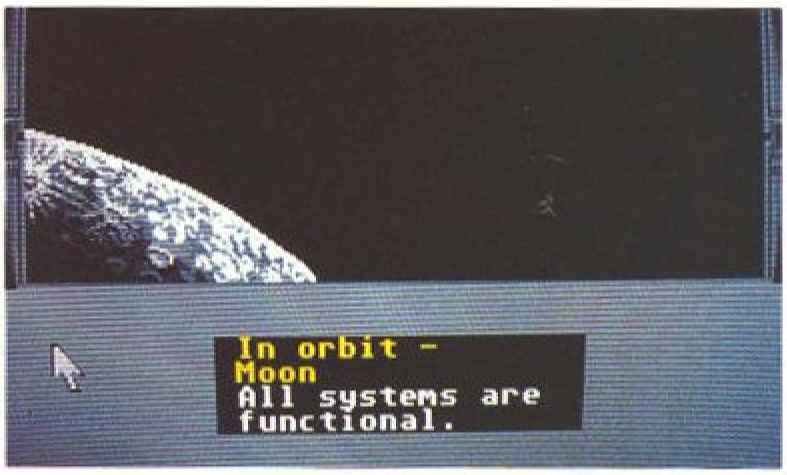
ANALYSIS:Leda
Lifeform:Human
Atmosphere is mostly vacuous so mutation is not possible.

RESOURCE ANALYSIS:
Deposits of Hydrogen, Nitrogen, Methane, Sulphur, Copper, Silica, Iron, Uranium, in unknown quantities

SETTING UP COLONIES

Now you will want to colonise other moons and planets, to do this you will need an SIOS - which has to be researched under the Transportation column in the research block. You will need at least a SOLAGEN MK 8 to be able to produce it and 100 tones of Platinum, which can be found by building a Grazer and sending it out to the ASTEROIDS where you must leave it until it has found a asteroid suitable for mining. When you access your Grazer, you will have the option to take or leave the asteroid, otherwise let it continue scanning. It's a good idea to build 5 or 6 Grazers and send them out to the Asteroids as there is usually only about 20 tones of platinum on each one. When you have enough energy and platinum you can build your SIOS.

Build your first SIOS for the moon CALLISTO and once it has been built, leave it in the moon's orbit, then build a CARRACK. When this has been built go to the flight bays and load the CARRACK up with an ORBITAL LASER, a FIGHTER (for defence), and a SOLAGEN Mk 10 (for energy). Now send the CALLISTO BASE to Callisto, and launch the CARRACK containing the above stated equipment. This enables you to run and defend CALLISTO as soon as the base arrives.



In orbit -
Moon
All systems are functional.

MARTIAN SUBJUGATION

Simple really – sometime during your planet-colonising years you will receive a message from one of your Colony Commanders telling you that a Martian fleet carrier has crashed into an asteroid leaving you with its blueprints letting you research and build your own Fleet Carrier (you must have colonised TRITON, CALLISTO and LEDA for your Colony Commanders to find the fleet carrier). As with everything though, there is a catch. You'll need a substantial amount of silver, aluminium, titanium, iron and silica. CALLISTO base should supply you with the amount of silver required and the moons TITON, RHEA and TETHYS should provide you with the other supplies. Build a few more CARRACKS and send them to these moons. Fill them with the goods and return them to MOON BASE where you should be able to build your FLEET CARRIER.

When built put three or four fighters in its hold, assign a crew and set its destination for MARS. It will come under Martian attack en route, so send out a fighter and it shouldn't be too difficult to overcome the Martian craft. When their fleet of nine have been destroyed the Martians give you a nice smile and surrender their planet.

RECOLONISING EARTH

When you have completed your colonisation of MARS and subsequently won over the affections of the Martians, you'll be notified by the Martian leader about a TERRAFORMER, a nifty little gadget which will enable the recolonisation of Earth. First you will need to spend some time researching it and then building it with Chromium which can be found on TRITON. A message will appear shortly afterward telling you that your Fleet Carrier can be turned into a Juggernaut which is the only craft able to transport the 1060 tones of TERRAFORMER to Earth. Send the necessary to Earth and go on your hols for a year.

In the midst of all this one of your bases will be attacked by Martians but an orbital laser should take care of the situation. Later on the situation with the other colonies starts to deteriorate declaring themselves independent, effectively shutting them off from your control. Finally send a probe to Earth, select research, and follow up with a volunteer mission and an S.I.O.S and Presto! Sit back and watch the finishing effect!

BATMAN

C64

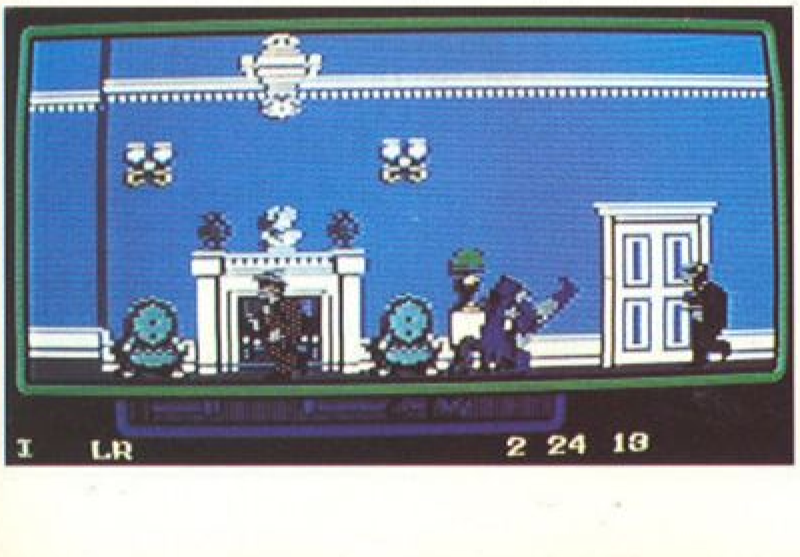
Eat your heart out Michael Keaton your pixellated half brother is now immortal (well, after you've typed in this poke that is):

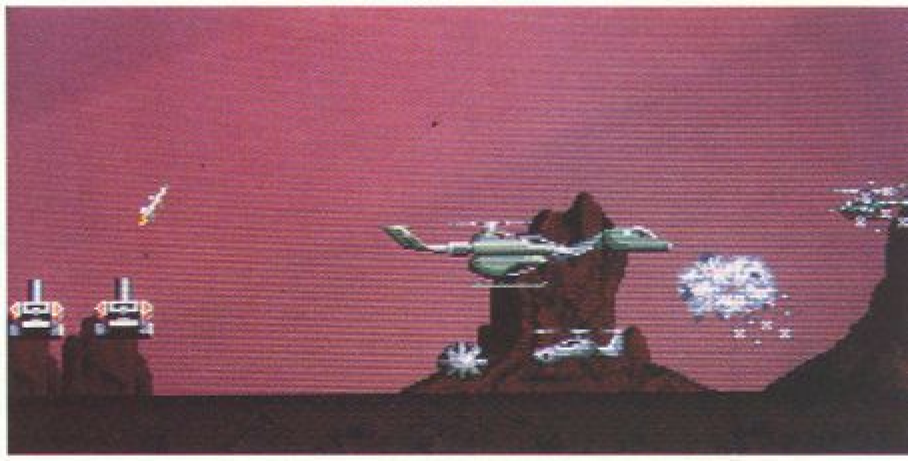
```
10 For I=348 to 432:Read A:Poke I,A:Next
20 SYS 384
30 Data 32,86,245,169,32,141,94,3,96
40 Data 147,141,93,3,169,1,141,94,3,96
50 Data 173,89,1,201,32,240,4,173,5,220
60 Data 96,169,169,141,89,1,169,1,141,159,125,76,32,6
70 Data 169,181,141,159,125,76,32,6
```

...and for Batman Part 2 change line 70 to;

```
70 Data 169,181,141,210,126,76,32,6
```

Steven James, East Ham





SHORTS

Here's a quick selection of nifty tips for those of you who are struggling for dominance of other worlds.

Renegade II
Spectrum

Fancy a level skip mode for your copy of Renegade? Well just press Q and T on the title screen, start the game as normal. Then during the game every time you hold down Q and T you advance a level!

Alan Irvine, Ayrshire

Silkworm
Amiga

A quickie but goody for this excellent piece of software, as soon as you start the game hold down the 'Help' key to start with infinite buggies and helicopters

Stephen A. Haynes, Surrey

Shinobi
Sega

Crushed by Ken Oh? Lacerated by Lobster? Worry not! Bandage your wounds, pick up your controller and when the Shinobi picture appears pull the stick back and press button two, M1 and S1 will now appear on the screen. S denotes stage and M denotes mission, by using the stick you can start at what ever part of the game you want

James Brocks, Bristol

KULT-URE KLUB

DUNGEONS ARE PECULIAR PLACES – YOU NEVER KNOW QUITE WHAT'S AROUND THE NEXT CORNER. THANKS TO SOME NATTY TIPS FROM PAUL PRESLEY YOUR PROBLEMS SHOULD BE OVER – FOR THE FIRST HALF AT LEAST...

Inspect the statue in the fountain room and press the eye to turn on the water. Fill the goblet with water and go back to the two snakes. Empty the goblet into the left snake and get the dice that floats to the top. Throw the dice and note the number that comes up (usually a two). Put the dice into the right snake to open the door in front of you. Go through and inspect the hands. The hands are set up in a dice face formation. Lift the hands to create a dice - dot representation of the number rolled earlier and press the face on the wall. Inspecting the wall will reveal a shape of some sort which needs to be noted. Go back to the fountain room and inspect the new revealed slab. On the slab are six squares and lifting the one with the correct shape gets you your skull.

THE NOOSE

Don't be tempted by the beckoning voice! Use either your lantern or your solar eyes power to illuminate one of the pitfalls of this ordeal. The poor mouth doesn't play any vital role other than obscuring the skull's hiding place. Use the psi shift power to move the lever and kill him, then climb up the rope on your left to reach him. Remove his ropes to drop him into the pit and then reach into the hollow to get the prize.

DE PROFUNDIS

Looks can be deceiving. The monster is friendly enough despite his appearance. First you just have to wait until the hook comes from the ceiling. Then put on your ten gallon hat and lassoo the critter (the hook not the monster). Grab the rope and the platform should sink away. Once the monster reappears jump on him (trust me, I know what I'm doing!) Take the rope and wait for the monster to carry you across the slime safely.

INTO THE SCORPION'S PRESENCE

Start by worshipping the statue. The shining star then briefly appears to indicate that the door has been unlocked. Once through be humble and crawl to the Queen. This stops you getting stuck by the web and allows you to approach her safely. Give the stone fly to her but reject her amorous advances. Choose to feed the blue spider so you can get your hands on the meaty red one. Going back to the statue you need to feed the red spider to open the panel. Ignore the madman as he plays no part, just pass through the trapdoor to get the skull.

GENERAL HINTS

Make sure you always retrieve the objects you use as you will need to exchange them in the trader. Therefore complete the Scorpion's Presence ordeal last as you can't get the stone fly back.

If you run out of objects or you don't fancy you chances with the Trader, the other Aspirants will be carrying objects and a bit of gratu

THE WALL

This is a case of guessing the correct combination to open the door without covering the secret passage beyond. The answer is simple. Each time you touch a zone the walls move in or out and the combination you need is: Zone1 or three followed by Zone2 then open the door on your right. Next put the dagger into the slot on the statue but don't forget to stand on the step first or you will be at the proverbial dead end. Retrieve your dagger and go through the side passage. Don't worry about the foul stench just stick your hand in the hole and

NINTENDO

SUPER MARIO BROS. II

The important thing to remember about Mario II is that you're playing for extra lives, not points. Also it is essential to master the skimming of thrown objects, so that you can effectively bop two nasties in one throw.

Luigi is the best chacter to use on levels one to three, owning to his increased jumping ability. Quicksand is on of the more formidable opponents and is best dealt with by sprinting non stop across.

MIKE TYSON'S PUNCH OUT

Bored with this game? Try imputting the code 135 792 4680, then press A,B and Select all at the same time to reach a new competition level.

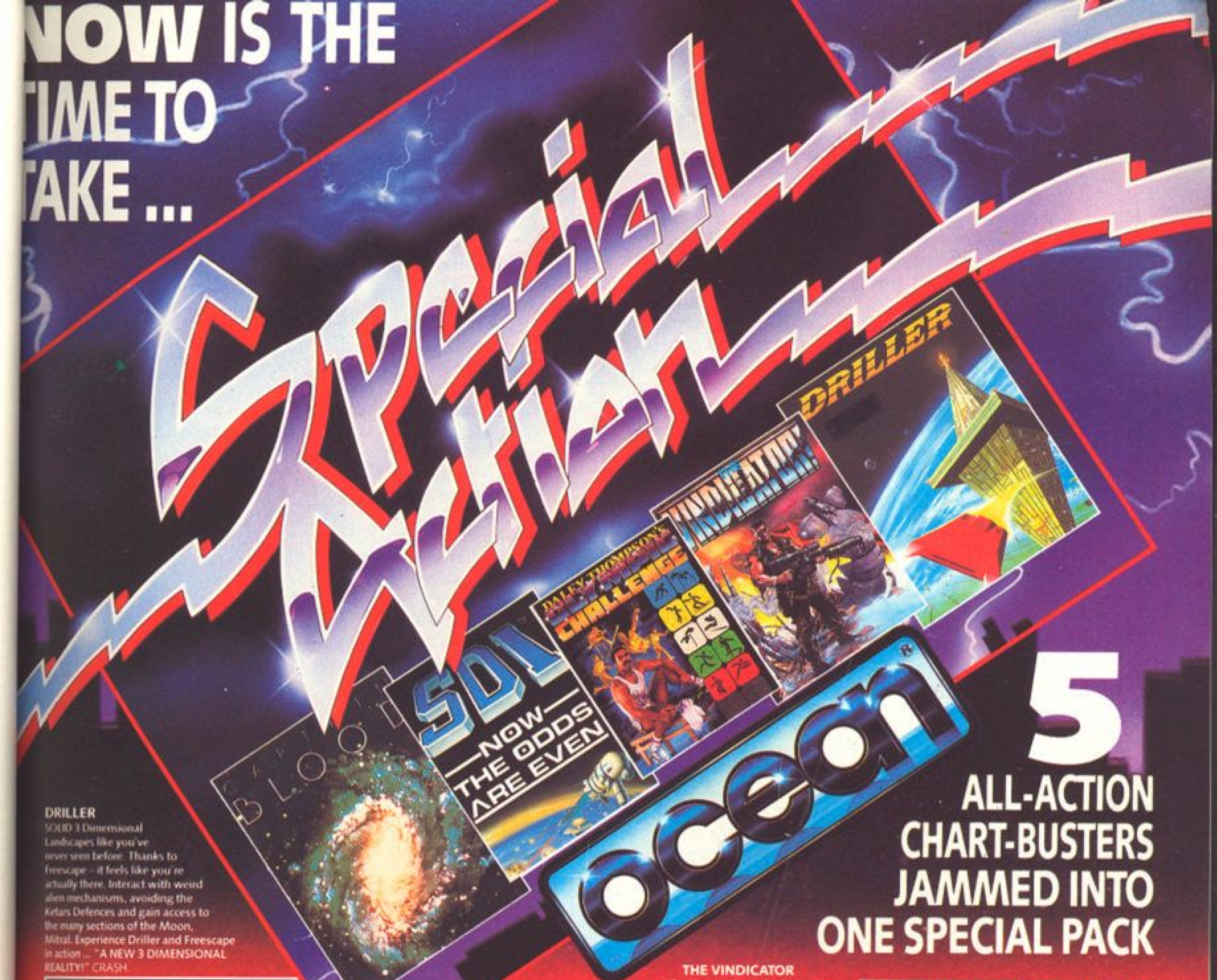
GRADIUS

Not a very modern game now, but we have discovered a cheat to give you increased fire; grab six capsules and a "?" will appear. Wait untill there is a zero in the thousands column on your score (forth digit from right), then collect a seventh capsule for super rapid fire.

DEADLY TOWERS

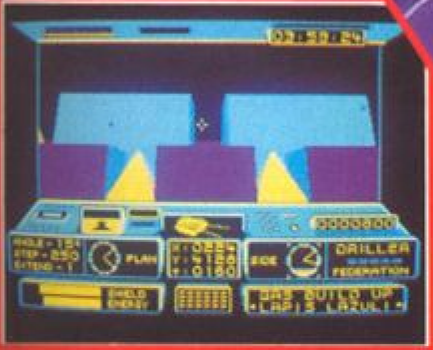
Get the pass word, but when you enter the password Substitute FE or EF for the first two letters for a high powerd arsenal.

NOW IS THE TIME TO TAKE ...

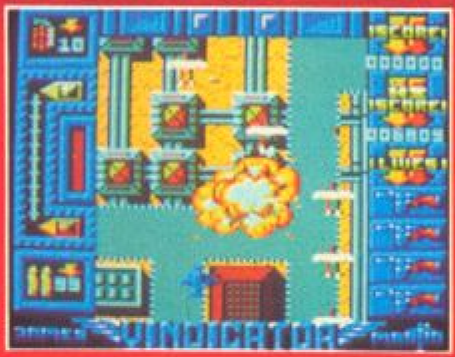


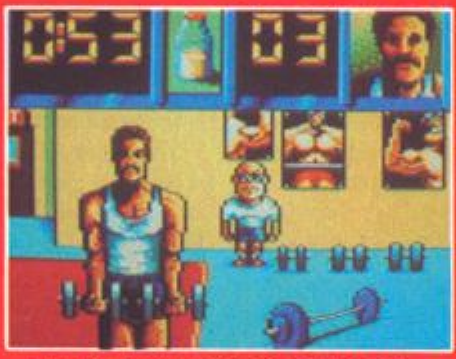
5 ALL-ACTION CHART-BUSTERS JAMMED INTO ONE SPECIAL PACK

DRILLER
SOLID 3 Dimensional Landscapes like you've never seen before. Thanks to Freescape – it feels like you're actually there. Interact with weird alien mechanisms, avoiding the Ketars Defences and gain access to the many sections of the Moon, Mitral. Experience Driller and Freescape in action ... "A NEW 3 DIMENSIONAL REALITY!" CRASH.

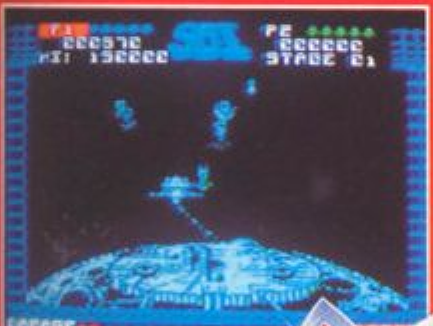


THE VINDICATOR
"If you've spent hours developing your trigger finger here's a game to put it to the test ... it's all action". CPC SILVER AWARD – CPC COMPUTING "each level has a high standard of graphics ... The Vindicator is an excellent game." CRASH

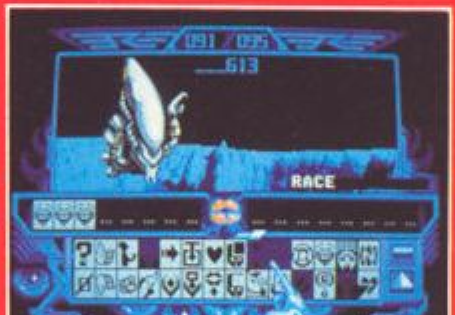




DALEY THOMPSON'S OLYMPIC CHALLENGE "Excellently animated with some great back-drops ... Daley Thompson's Olympic Challenge is first rate ... another gold medal winner from Ocean."
A CRASH SMASH – CRASH.



S.D.I.
"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK.



CAPTAIN BLOOD
"To sum up – Bloody excellent."
"The graphics and sound are excellent ... an intelligent strategy game."
YOUR SINCLAIR

Special Action from... ocean

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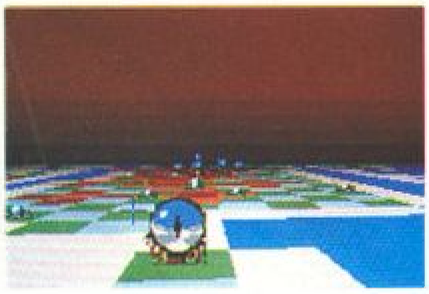
itous violence should be used on them. Don't attack them while a Protozorq is about though as they are opposed to violence (unless they are involved).

In The Noose if you use your psi scan power it will reveal a trap door in the wall. Beyond this lies a network of tunnels and caverns. Located within them are Ash, the old gink and Normajeen, his daughter. These two are Tuners like yourself and are your only allies other than Gauss. Normajeen has some help but you need to help her first.

Never, never attack a guard as you will be set upon by every guard in the temple until you no longer pose a threat (i.e. are dead).

Finally, once you've become a Divo and you've made your way down the sacred passage to the concourse, just remember Freddie's warning...Don't go to sleep.

ARCHIPELAGOS



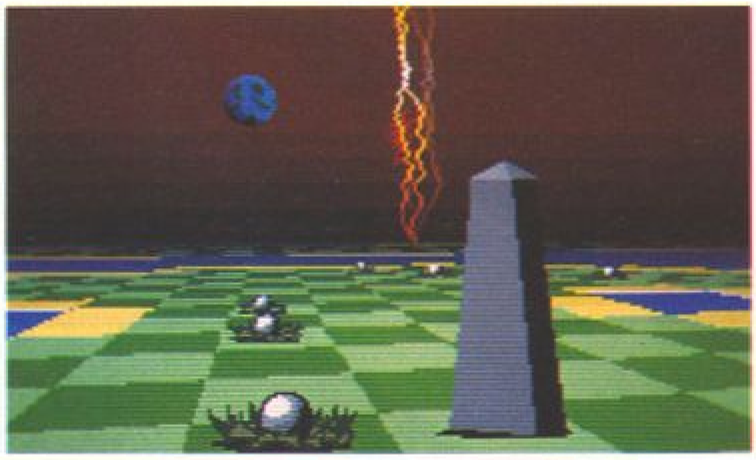
There's no denying that Logotron's little number gets difficult on the later stages. Indeed, seemingly impossible from about 4000 onward. So those of you who are having a little difficulty with the game, here's a few guide lines to get you rock melting.

First and most importantly, note the position of the monolith and its nearest minion. Don't destroy the nearest minion just yet. Move around the archipelago, joining all gaps as you go. The only time you shouldn't join an island is if you discover a blood egg on it. Remember, blood eggs flow to cover everything they're connected to, by land or sand. If there happens to be a rock on the island, then connect it just before you take out the rock nearest the monolith. The reason I say leave the nearest to last is that after you take out the last minion, you get a forty-five second time limit to meld wth the monolith, and it's a whole lot easier to do if the monolith happens to be right next to you.

On the earlier levels, high energy isnt much of a necessity, but later on, when you have a hell of a lot of joining and building to do, it sure is. So absorb as many of the energy rocks as you can find.

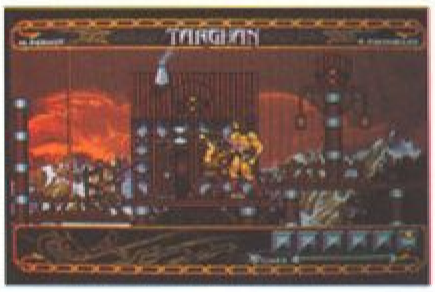
Necromancers can be a real pain in the bum, especially when they undo all the building you've done so far. To (temporarily) take them out of the game, build a short strip of land leading out away from the island they're currently circulating. They will follow this and leave themselves on a small spot of land with nowhere to go.

The only way I've found of getting lost souls out of the way is yet again to build a strip of land, but this time stick a blob of land on the end, about nine squares in size. What'll happen then, if you've positioned it correctly (the corners always a good place) is that it will bounce along to the end and then get stuck ricocheting about in the blob. Unfortunately, sooner or later, they come back.



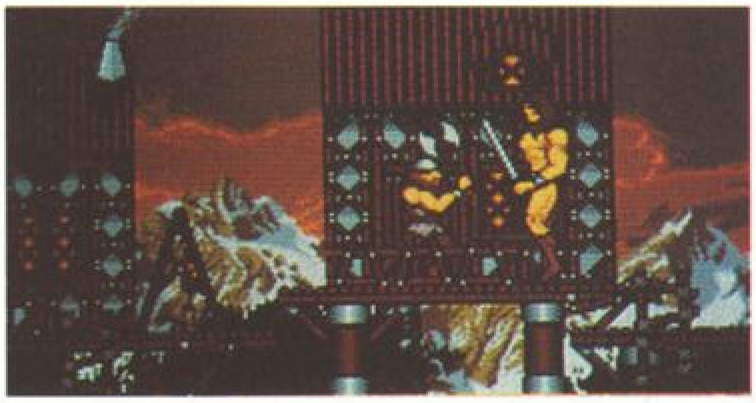
TARGHAN

Just a couple of quickies for Gainstar's follow up to Sword of Sodan. Firstly, to be able to see when you go down into the dungeons, don't kill the fairy you meet a couple of screens into the game. The fairy will then follow you down into the dungeons, and turn into a floating light source. How kind. The key to the portcullis is to be found in the bottom right hand corner of the dungeons.

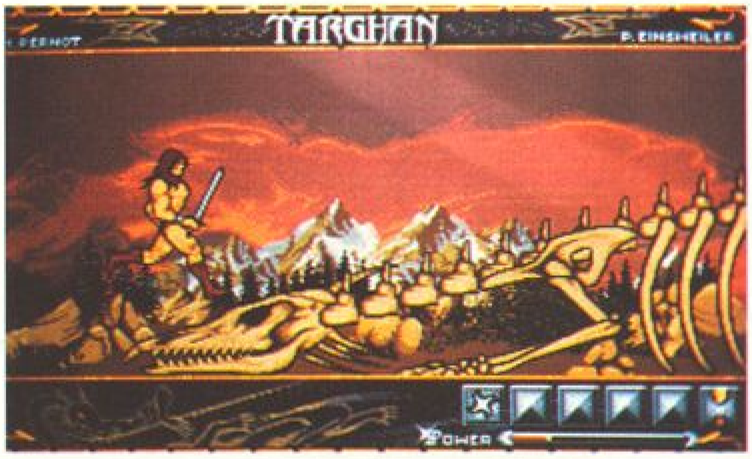


To save your position in the game, kneel down in front of the statues that can be found dotted about the place. Stay knelt in front of the statue for a couple of seconds. The game will save, and you will then be able to return to that stage in the game, whenever you like

Later on in the game, when the bad guys really start fighting tough, use the fast hacking move (upward diagonal in the direction you are currently facing). If you mistime it and they start machine gunning you with their sword, step back and try again,. Don't try and fight back from that position.

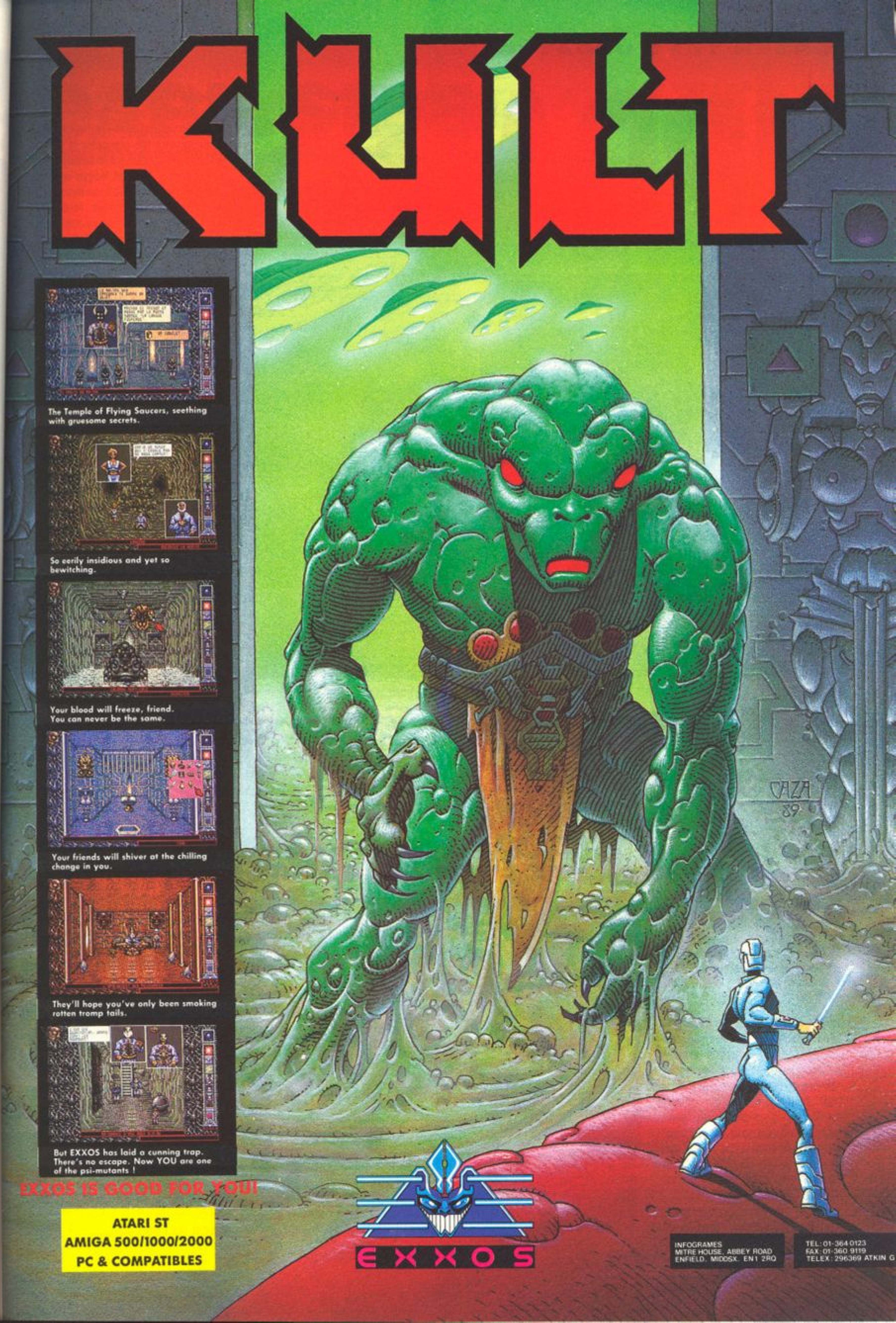


Fed up with losing energy through falling down holes? If there's a rope or chain, just push up the moment you start falling. You'll then grab onto the rope/chain and you'll be able to lower yourself gracefully to the ground. According to our lovely friends at Gainstar, there is no cheat mode. Unless you know better...



At last! You can check out this month's Pink Pages for details of prizewinners from the last couple of issues. Because of the transfer of ownership of ACE magazine, prize winner details have had to take a back seat while we concentrated on getting the magazine to the printers – but now all is revealed later in this issue.

Don't forget that every month you can romp away with £££ worth of prizes. Check out the Blitter End on page 130 for further details.



KULT

The Temple of Flying Saucers, seething with gruesome secrets.

So eerily insidious and yet so bewitching.

Your blood will freeze, friend.
You can never be the same.

Your friends will shiver at the chilling change in you.

They'll hope you've only been smoking rotten tromp tails.

But EXXOS has laid a cunning trap.
There's no escape. Now YOU are one of the psi-mutants !

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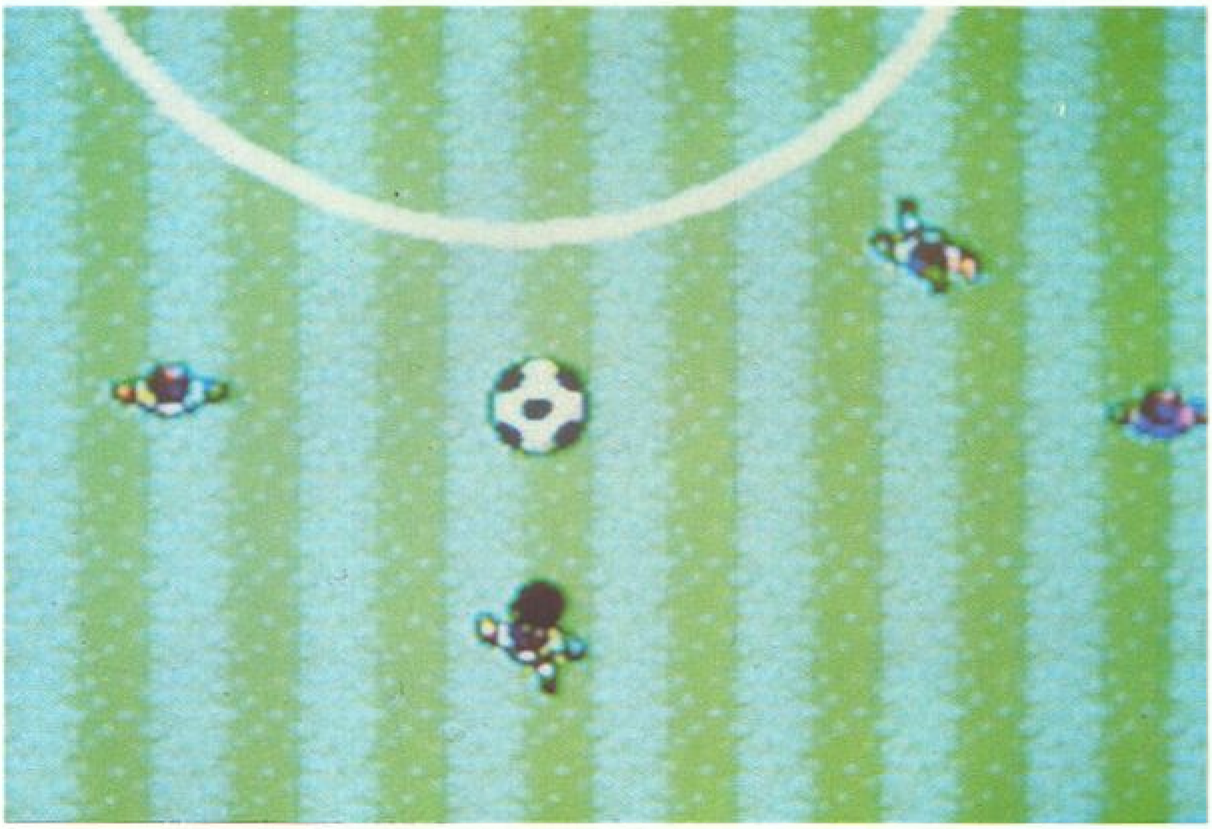


MICROPROSE SOCCER

MICROPROSE £24.95dk ● C64 version reviewed Issue 17 ● ACE rating 915

The 64 version of *MIcroprose Soccer* appeared at the end of last year to great acclaim. It was written by Sensible Software, who have since parted company with the Tetbury-based software house, leaving the 16 bit versions to be converted by the Electronic Pencil Co.

There are two basic games you can play; standard league footy (played outdoors, whatever the weather) and a six-a-side (played indoors to some crazy tunes). Both are viewed from overhead (as in *Kick Off*). The standard soccer option allows you to enter into competition with another player or against the computer in the world cup tournament, international challenge, football league or a friendly match against a soccer-loving chum. The indoor version has its own tournament, challenge and league; names and match parameters can be changed in both.

Controlling the ball is made easier by the fact that it sticks to your foot as you run, and a wide variety of other movements are available, including overhead kicks, headers and banana shots you even get an impressive actions replay feature when you score a goal!

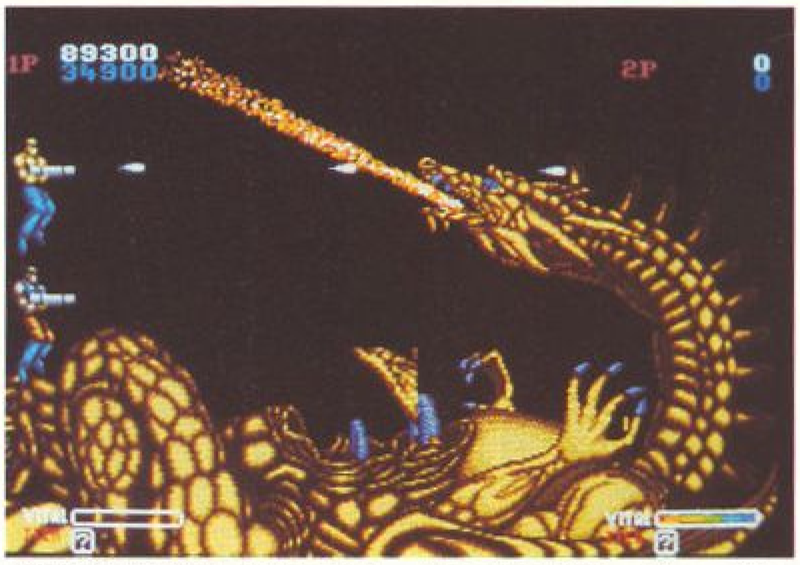
There's nothing fundamentally wrong with *Microprose Soccer*, except that it's come out at the same time as Anco's far superior *Kick Off*. It's also basically the same game as the eight bit versions, and for £24.95 a throw, that's not really good enough. It's a complex simulation that will take a while to master, it's very enjoyable in two-player mode and it's got plenty of options, but it doesn't match up in playability. *Kick Off's* excellent control method and pixel-perfect passing have set a standard which this simulation can't match.

A couple of other niggles: the graphics are sometimes a bit crude (in the victory salutes after scoring a goal, for example) and the scrolling on both versions isn't all that it should be. That said, take a look at this if you want something a bit more complex and a lot more humorous than your average footy game.

■ ACE RATING: 810

FORGOTTEN WORLDS

US GOLD £24.99dk Amiga £9.99cs £14.99dk C64
ST version reviewed issue 22
Ace rating 885



When *Forgotten Worlds* first appeared in the arcades it immediately received a thumbs up from all who played it. And quite rightly so. The graphics were of a very high quality, while the control method was quite novel; each man could be moved through eight directions and his gun through sixteen by means of a simple joystick fire button combination.

Then US Gold announced it had signed the licence the and all the usual questions were asked, especially – how will it work? The answer is that it works just fine. All versions retained the neat control method, high quality graphics, fantastic sound and immense playability. We've yet to see a bad version of this game.

AMIGA VERSION

By far the best conversion of the lot. The graphics maintain a close arcade look, all the features have been included and used to great effect. Arc developments, the programming team, have more than surpassed themselves with this conversion.

■ ACE RATING 895

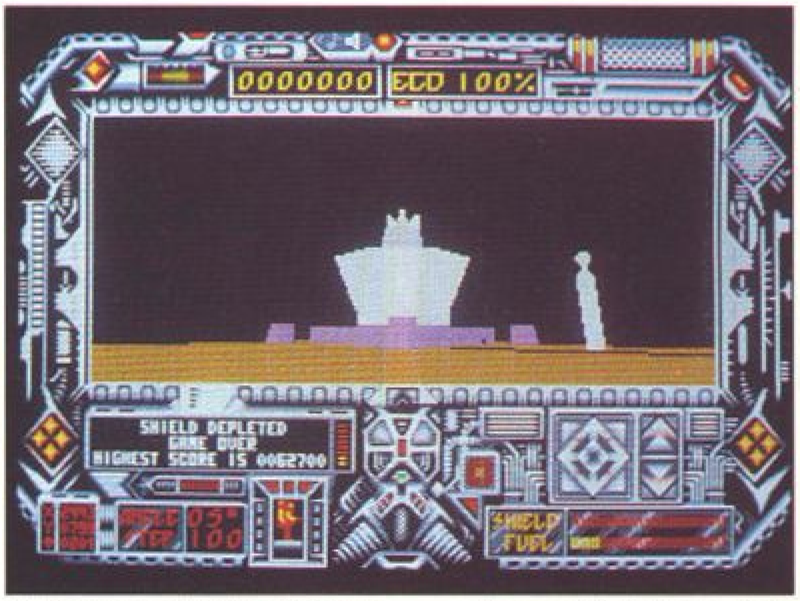
C64 VERSION

Even on the 8 bit machines Forgotten Worlds is excellent. Neatly presented, fast, well animated sprites (and some big ones at that), superb sound effects, and a game that oozes months of play time all make an excellent package that shouldn't be missed.

■ ACE RATING 885.

DARK SIDE

MICRO STYLE £24.99dk ● C64 version reviewed issue 11 ● ACE rating 915



First released to much acclaim as an 8-bit game under Incentive's own label, the 16-bit version of *Dark Side* now marks a second release for Microprose's Micro Style brand. From its advertising this seems designed for people who appreciate more thoughtful and lasting games which might take some time to get the hang of but which you'll still be playing in a month's time.

As such, *Dark Side* fits the bill perfectly. It's the same game as its 8-bit counterparts, but smoother and quicker (the ST is marginally faster and smoother than the Amiga). The story, for those unfamiliar with it, runs like this: for 200 years the people of Evath have been untroubled by the vicious Ketars. However, to celebrate the bicentennial, the Ketars have built an awesome super-weapon, called Zephyr One, on the dark side of Evath's second moon, Tricuspid - and they intend to destroy every living thing on Evath with it. As an infiltrator armed with a laser and jet pack, you're sent in to stop this happening by crippling various strategically placed ECDs (Energy Collection Devices). Fail and Evath gets cooked.

As a world simulator, *Dark Side* works well, although it's occasionally lacking in graphical detail. The 3D is very smooth and gives a real feeling of 'being there', so that you can become totally engrossed. A real plus point is the superb soundtrack on the Amiga: it really adds a lot to the atmosphere of playing. On the negative side, it's a little similar to *Driller* - and if you object to this, you're better off waiting for *Total Eclipse*; also, the lack of graphical detail means that the gameplay can sometimes feel bland. However, if you enjoy puzzles and mapping spiced with a bit of shoot 'em up action (like its predecessor), you'd be advised to take a look.

AMIGA VERSION

Like its predecessor, *Dark Side*'s smoothness encourages you to play and explore, with total freedom to wander around. What makes this better than *Driller* is the superb soundtrack which, in the nicest possible way, goes on and on. Definitely a worthwhile purchase for Freescape fans.

■ ACE RATING 935

ATARI ST VERSION

Marginally faster than on the Amiga, the ST version is a little let down by the whining soundtrack. Switch this off, however, and you've got an enjoyable puzzler that'll keep you happy for weeks.

■ ACE RATING 940

AMIGA

BATTLETECH

INFOCOM £24.99dk
PC version reviewed issue 19
Ace rating 801

Elsewhere in this issue you'll find news of the new multi-player Battletech centre, but why wait? *Battletech* is finally here on the Amiga and 64 and is pretty good. Essentially not that different to the PC version, it's still a pretty hot RPG which is well worth checking out.

■ ACE RATING: 805

BAAL

PSYCLAPSE £19.95dk
ST version reviewed issue 19
Ace rating 726

Once more the future of the world lay in the hands of the ST owners, now you Amiga counterparts can also have a crack. Large, colourful graphics, plenty of good animation, and a nice dose of shoot 'em action make BAAL a pretty reasonable shoot 'em up, if not significantly different from the ST version.

■ ACE RATING 730

C 64

SILKWORM

REBEL £9.95cs £14.95dk
ST version reviewed issue 19
ACE rating 735

Eight bit rules OK? Well it does with this version of Silkworm. A very close conversion of the arcade counterpart containing all the original features such as the goose copter, a dozen levels and the two player jeep/copter mode.

■ ACE RATING: 845

ATARI ST

H.A.T.E.

GREMLIN £19.95dk
Spectrum version reviewed issue 22

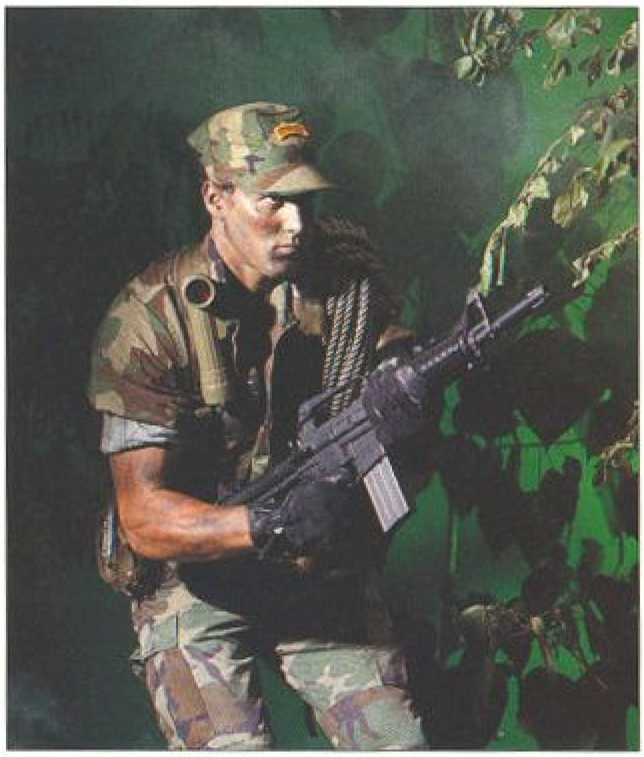
When the 8 bit versions first appeared it caused of chorus of voices to sing about *Highway Encounter* and *Zaxxon* (none of which surfaced on the 16 Bit machines). Essentially nothing more than a diagonally scrolling blast out, *H.A.T.E.* has some nice little ideas such as flight and land craft for you to pilot.

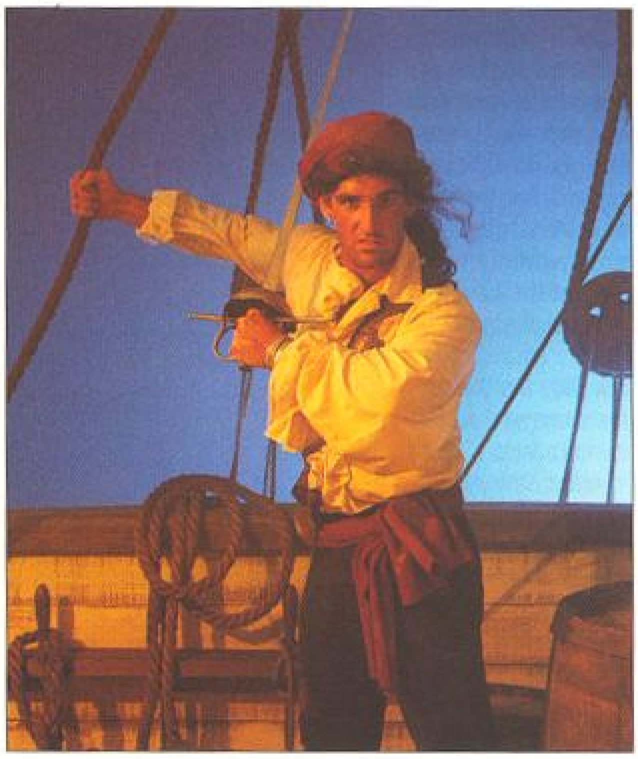
Good fun – but does it warrant a twenty quid price tag?

■ ACE RATING: 625

AIRBORNE RANGER

PIRATES!





AIRBORNE RANGER
The Arcade-Action Simulation

Airborne Ranger is a fast paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

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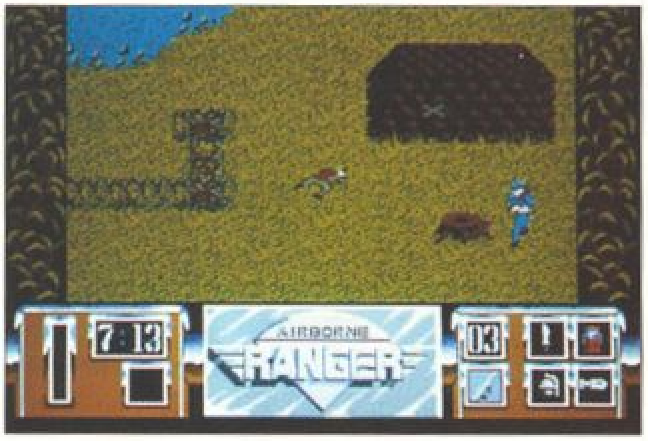

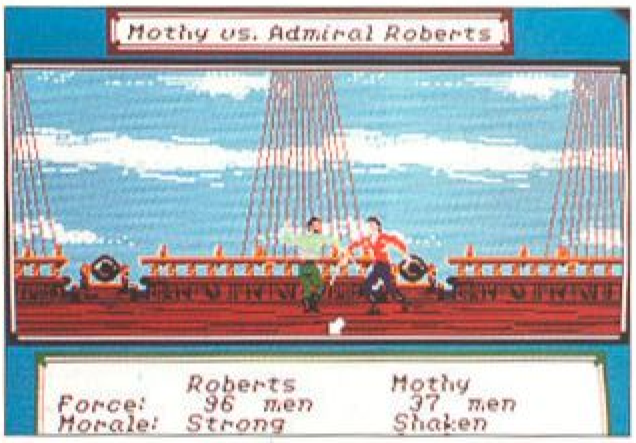

Mothy vs. Admiral Roberts

```
        Roberts     Mothy
Force:   96 men      37 men
Morale: Strong      Shaken
```

Screenshots may vary, dependent on computer and format.

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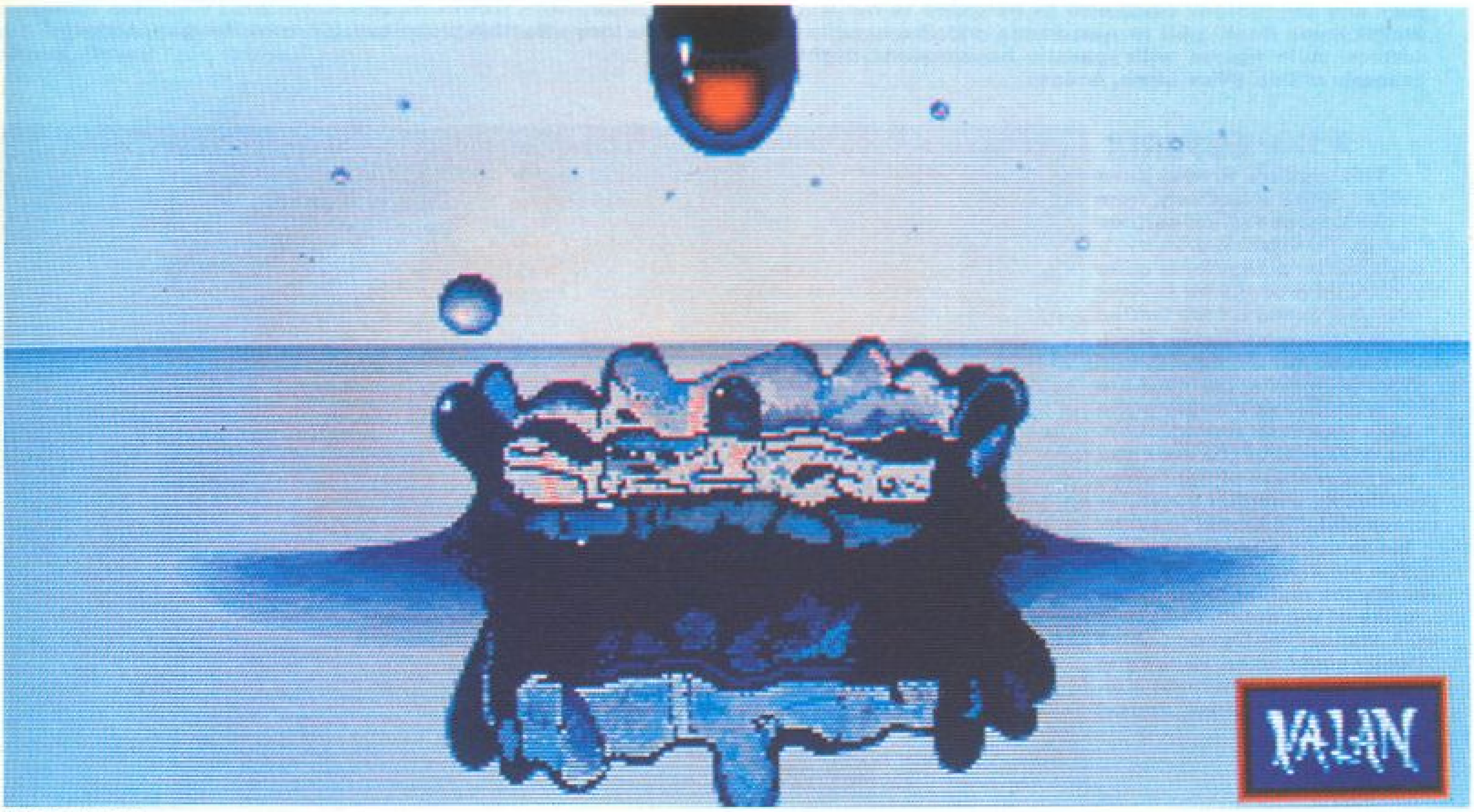
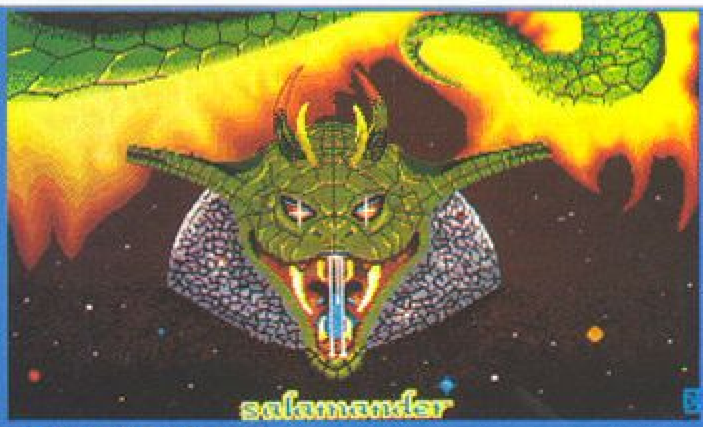


SPLASH

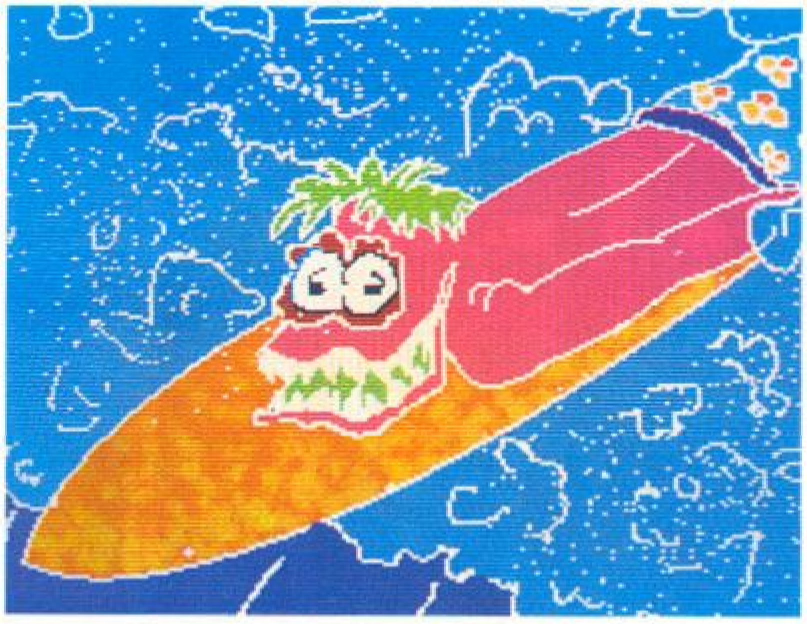
Somehow this 32 colour, photo-realist Deluxe Paint picture was produced, according to the artist, without the help of a digitiser – in which case it is an astonishing effect that must have taken many hours of work to reproduce. (Valan Chan, Amiga)

Forget the Royal Academy – it's Summer Show time at ACE. For the last few months our eminent Pixel Professor has been rummaging through your artistic submissions. After much deliberation and pleasure he's selected the pictures he thinks are worthy to hang inside ACE. Each featured image comes comlete with its own mini-appraisal by the Professor – some of them ecstatic, some just a little on the critical side. But whatever the Prof says you can be sure it's worth listening to.



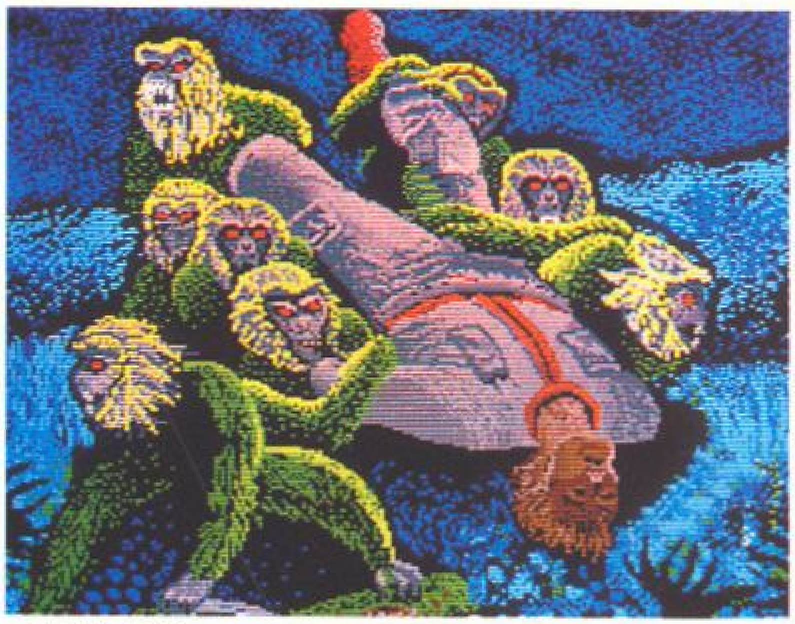
SALAMANDER

Despite the gruesome subject matter – and more than 60% of readers' pictures are in the same vein, if you'll pardon the pun – this picture is very effective in the use of colour. The flames are well executed, and details like the highlights along the edge of the scales create a strong sense of realism. (David Fox, Amiga)



SURF DUDE

This is an interesting cartoon that is well proportioned and laid out. The use of Shading or Smearing on he board has worked well, and the process could also be extended to the water. The Amiga lends itself well to new forms and the combination of cartoon style figures with realistic backgrounds might be an example of this. (Nick Lines, Amiga)

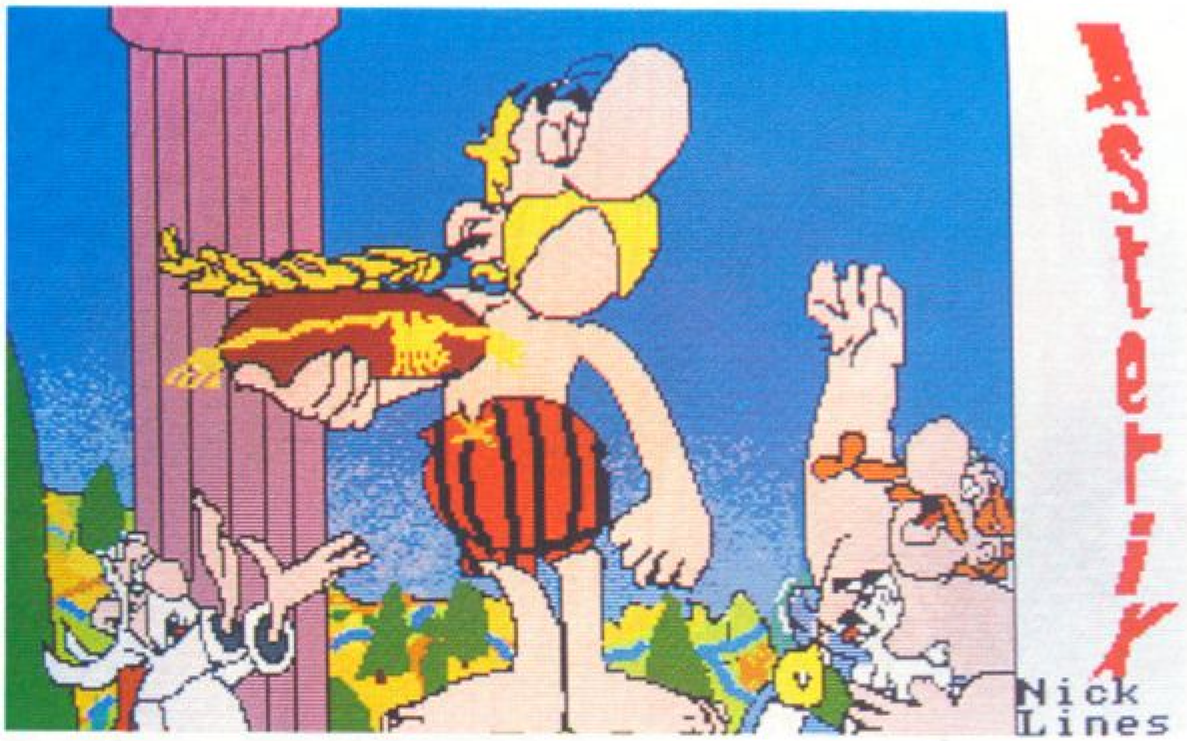


GREEGS

An interesting use of the 'scraperboard' effective produced by working with the freehand tool in bright colours on a black background. In places it has become a bit fussy, but overall it's a very effective technique. (Charles Headley, Amiga)

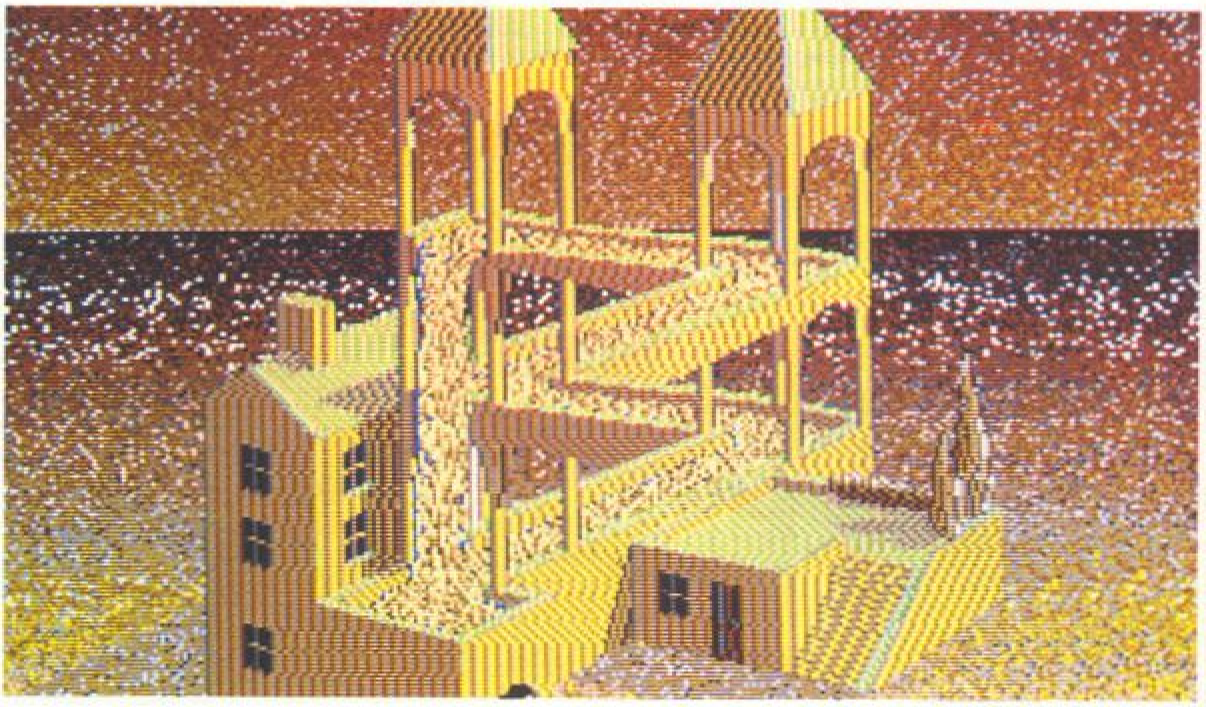
ASTERIX

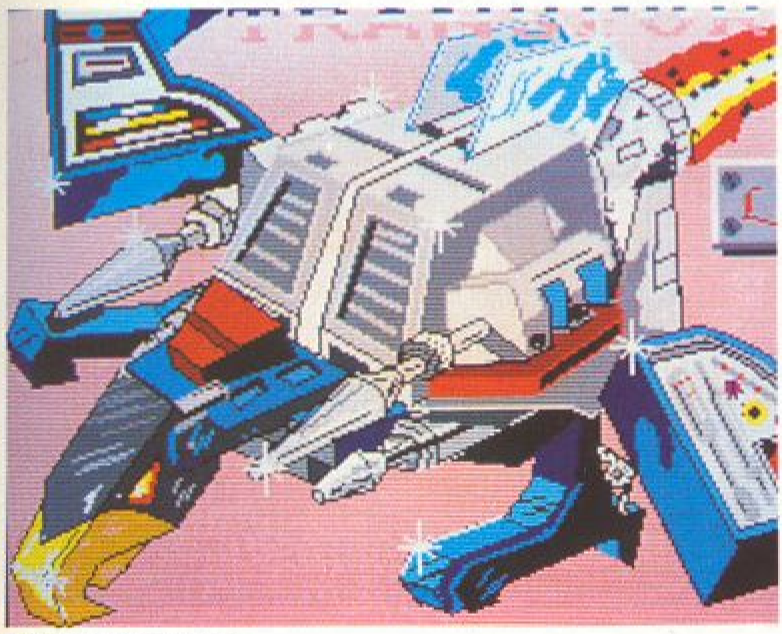
This appears to have been copied, quite effectively, from the famous French cartoon strip. Transfering drawn artwork to the computer is quite a difficult process for several reasons, based on the limited resolution available. Most, though not all, hand-drawn illustrations and cartoons are produced at a larger scale than their final reproduction. The thickness of the lines and the jaggedness of the curves provided by a normal computer screen make it almost impossible to copy all of the details. The solution, of course, is to modify the picture to leave out some of the detail. In Asterix for instance, the flames behind Obelix could either have been much reduced or left out altogether. (Nick Lines, Amiga)



ESCHER

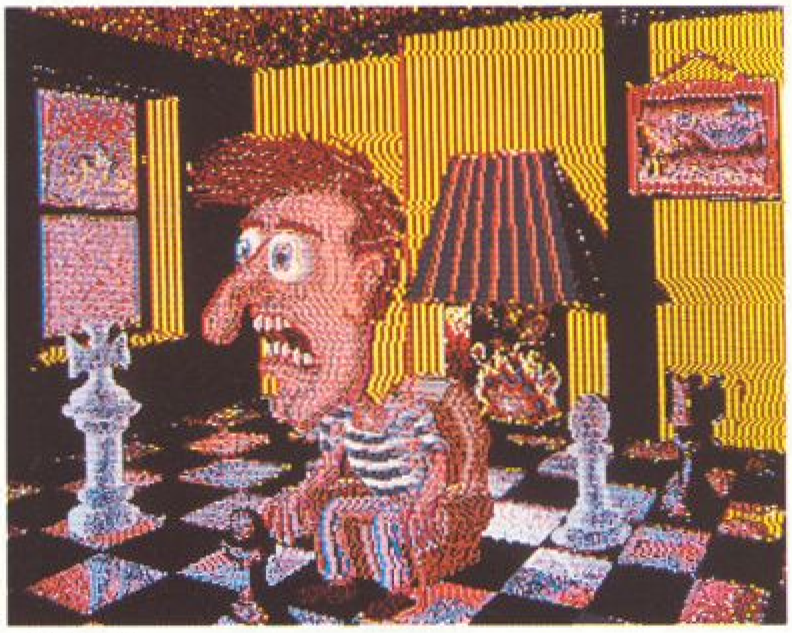
Drawn using Digipaint, NewTec's HAM paint package soon to be upgraded to Digipaint 3. Ian's picture is excellent, especially the shading effects, but the waterfall spoils the overall image. The vertical flow of water should have had a different texture and colour to the rest, and should have been splashing at the base. (Charles Headley, Amiga)





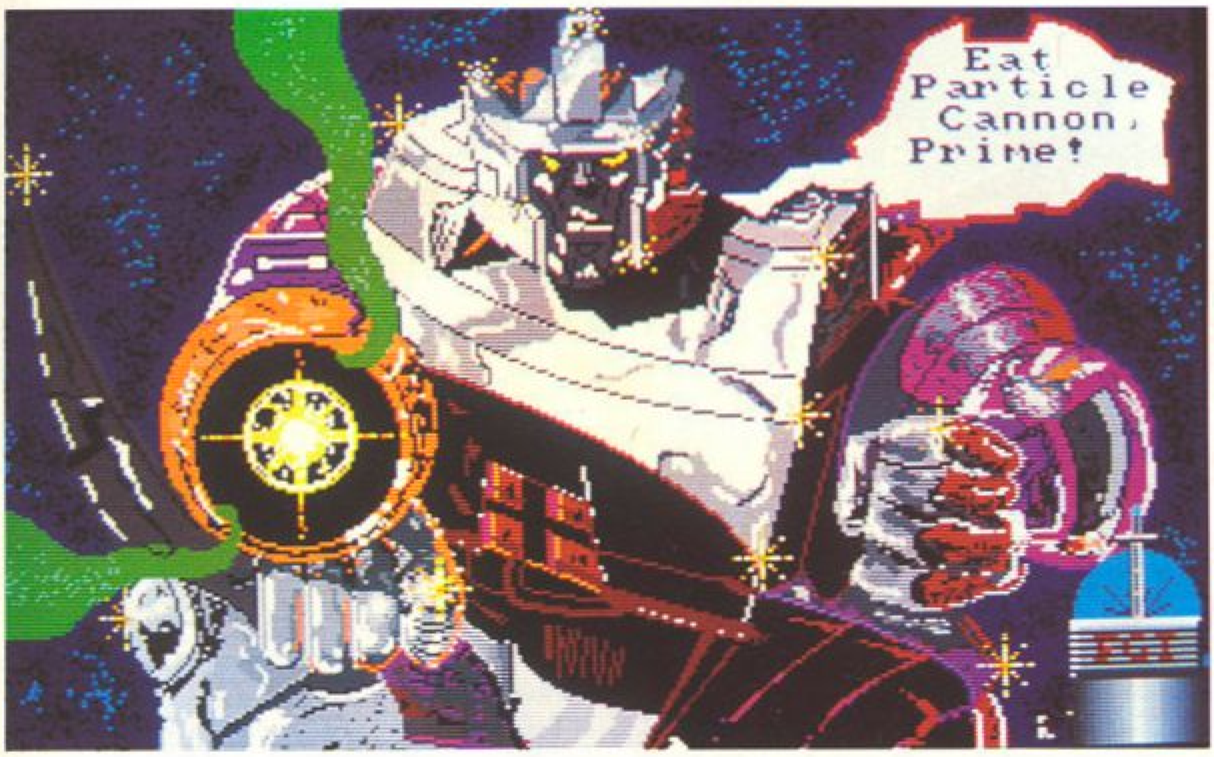
LAZER BEAK

Very well drawn creature, especially the head and beak. Overall the picture is spoiled by two things: the background, which should be dark,and the excess baggage. The word Transformers, the nameplate and the artist's logo spoil the impact of the picture. (Frank Tout, Amiga)



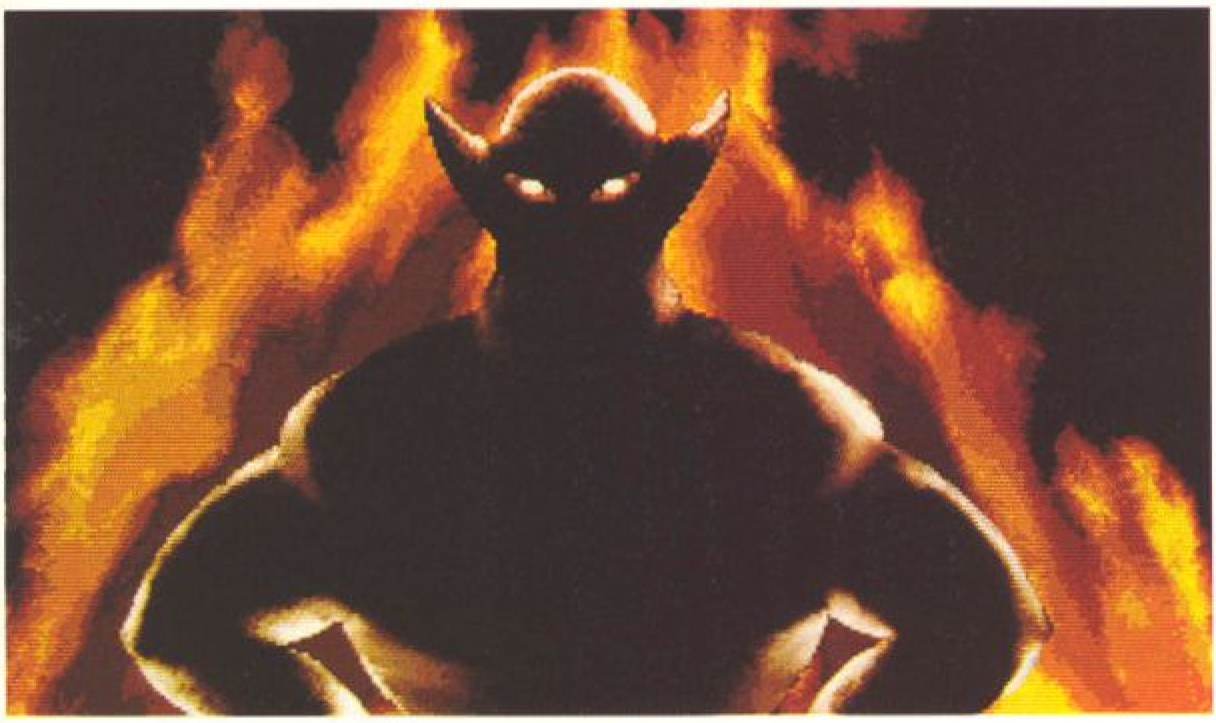
ROOM

For special effects, this is computer graphics at its best. The reflection of the chess pieces in the floor particularly effective, producing a 'ray-traced' look. For subtle illustrations, the Amiga is at its best in HAM mode, though it takes a lot of practice to use it well. (Ian Hargreaves, Amiga)


Eat Particle Cannon, Prime!

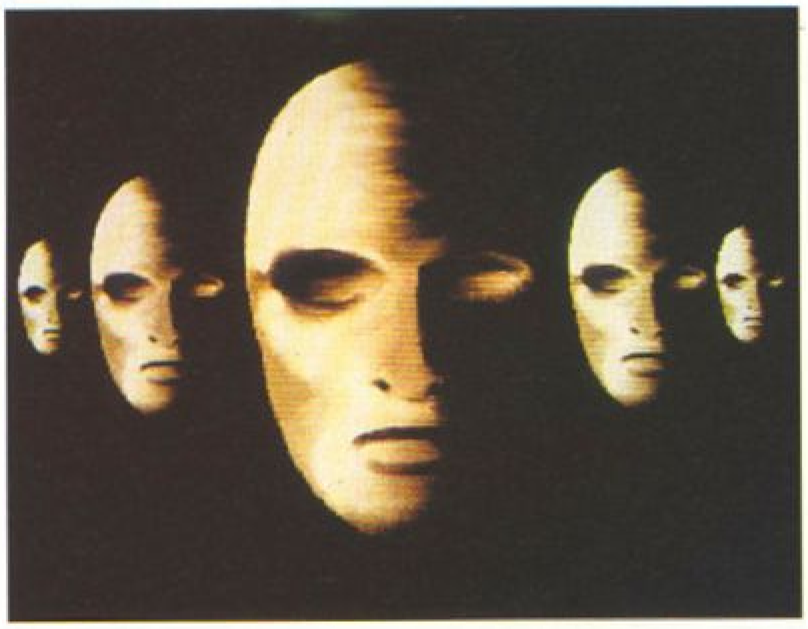
GALVATRON 2

The popular Transformer robots provide a rich source of computer art. The image is well drawn in outline and proportion but suffers from too much detail. A computer cannot cope with as much pattern and general busyness as a hand-drawn image; the dots are just too large. Usually it is better to keep the surfaces of the figure relatively flat, even if there are a lot of them, and let slight variations of tone show the depth of realism. (Frank Tout, Amiga)

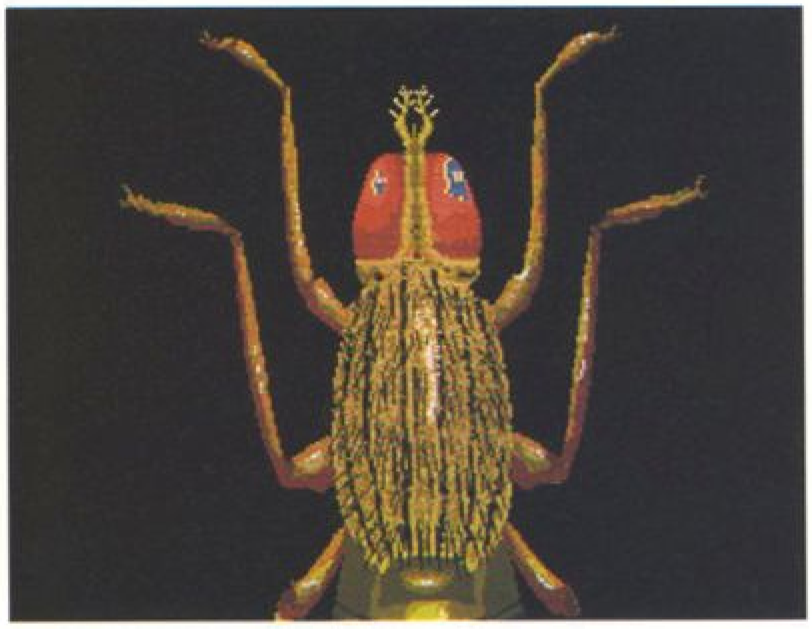


DEVIL

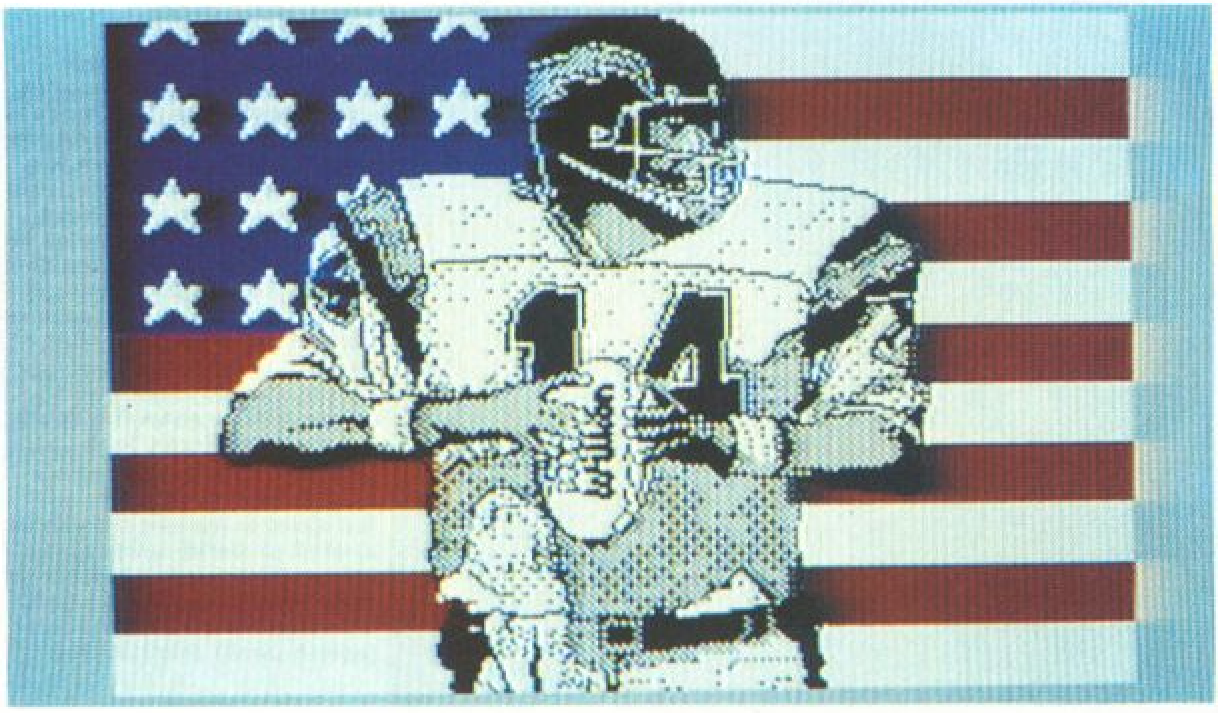
When used carefully the Mode menu items of Deluxe Paint can create some startling effects. In this case the flames and the light shining round the body are produced almost solely with the effects on the Mode menu, Shade, Blend and Smear. This is even more remarkable because DPaint 1 was used, which has no Smoothing mode. The A500 freebie version of DPaint was the NTSC version – hence the missing third on many readers' pics. (David Bowden, Amiga)



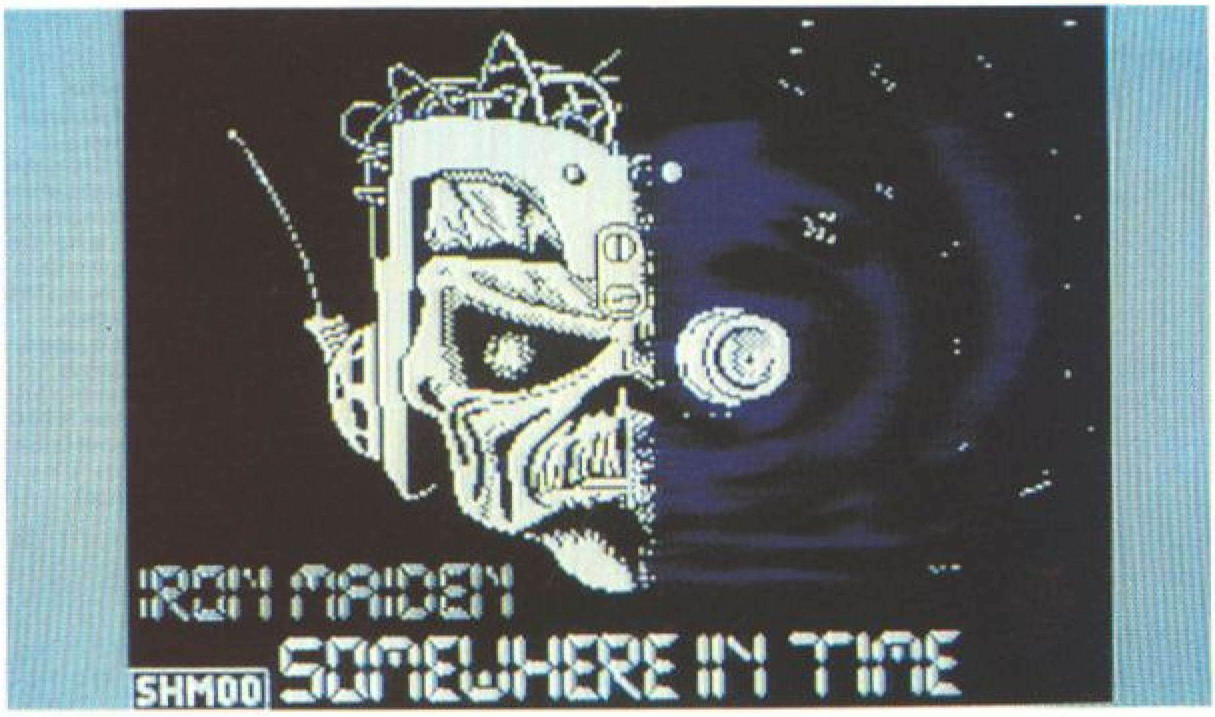
FACES
A simple but haunting image composed with Deluxe Paint. Drawn initially as a shaded ball, stretched, and then the features drawn on. (David Bowden, Amiga)



THE FLY
Photon Paint is arguably the easiest Amiga HAM paint program. The artist has included the stages involved in producing this excellent insect. Note the use of Blend control to create rounded-looking surfaces, and the transparency of the wings. (K.F.S. Deason, Amiga)

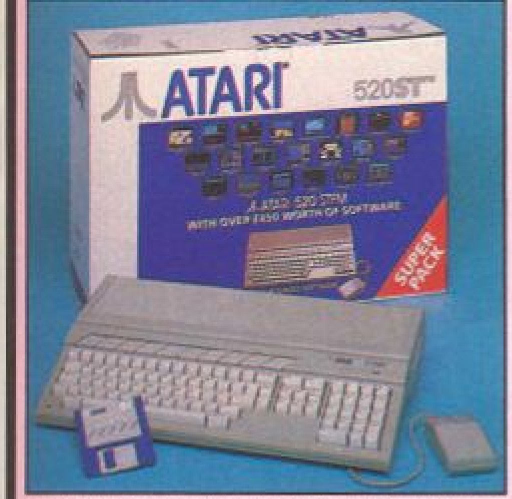


AMERICA
It seems a shame that the Spectrum is overlooked in graphics terms. Though it's only got a limited colour scale you can still produce some starling effects – as with the flag backdrop behing the American Footballer. (Robert Smith, Spectrum)



EDDIE
Taken from an album cover of Heavy Metal merchants Iron Maiden, this picture of the band's mascot underlines the effectiveness of simple colours and detailed artwork.(Gary Deane, Spectrum)

520ST-FM SUPER PACK



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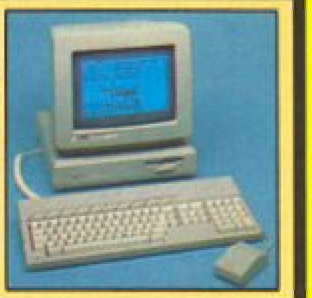

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

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ATARI ST

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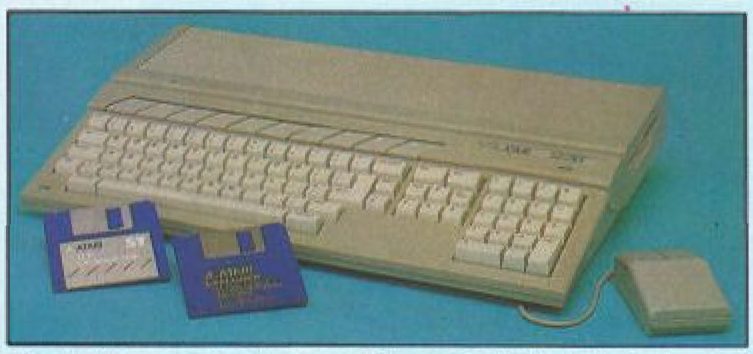

The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

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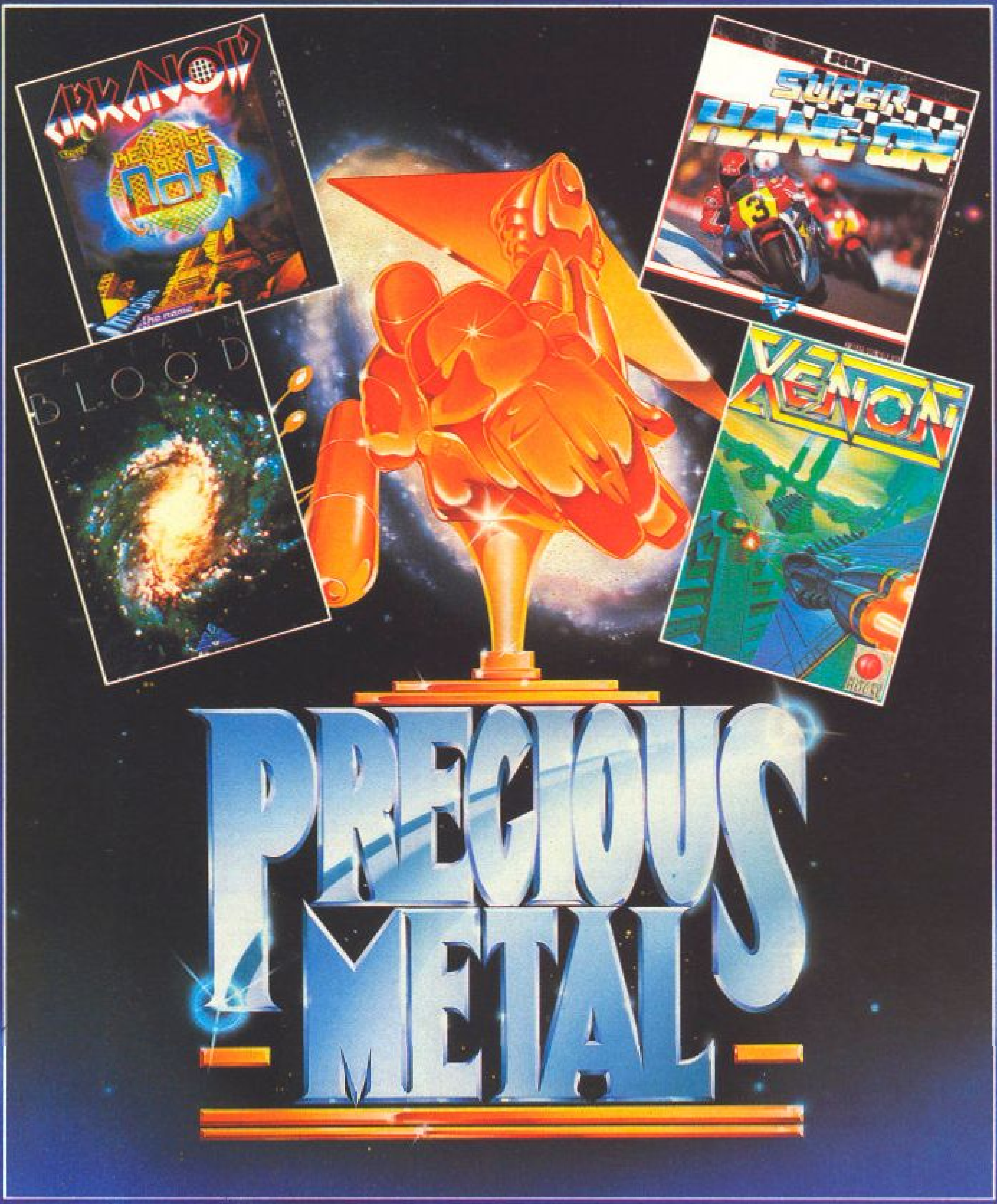

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Sampling originated with the Bell Telephone Company in America. In their research into the computerisation of speech they worked out a way to capture sound by means other than magnetic tape. It was, of course, very expensive.

Still on the expensive side but nevertheless launched on the commercial market was the first Fairlight CMI (Computer Music System) in 1979, boasting complete synthesis and sequencing features as well as sampling. All you needed (and still do need) were the services of a skilled operator for the princely sum of £350 plus per day. Not much less expensive was the Synclavier, launched in 1977, which soon had sampling added to its armoury.

With the advent of cheaper chips, manufacturers started to bring out dedicated samplers - pricey at first, but with costs coming down to about the £3000 mark in the mid-1980's and then lower when a bunch of ex-Commodore and Sequential Circuit designers got together and launched the 'low price' (£1200) Ensonique Mirage in 1986.

Not to be outdone, Casio launched their £99 mini-key wonder for Christmas the following year. It sounded ghastly but the 'concept' had now been sold to the public at large , the success of Paul Hardcastle's 'N-n-n-nineteen' bringing the novelty into the hi-fi's of the lowly.

Meanwhile, the developers of soft- and hardware for the 8-bit machines got busy and samplers appeared for the Commodore and Spectrum in the mid-1980's in the shape of bolt-ons costing between £45 for the Cheetah sampler and £180 for the Micro Sampler for the 64. The Apple got a look-in with the Greengate Sampler DS:3 which set you back a little more at £1000.

TECHNOLOGY

Consider a lump of sound. That's right a lump. For the purposes of this simile we have to think of sound as a tangible shape, not unlike a slice of bacon . First of all we slice the sound up into very lean and thin slices - each slice thin enough so that when we glue them back together the joins won't show. Then each slice has to be indexed and stored away ready for rapid retrieval. To reconstitute our original model the slices have to be pulled out, placed side by side, and joined seamlessly together.

You could also assemble these slices in another but still seamless form to create a completely different shape, smoothing out the rough protruding edges as we go along. By a stretch of the imagination we could even duplicate the slices we like and throw away the surplus bits we don't like. The reconstruction of such a shape might be tasty – but nothing at all like the original lump we started with.

This is how sampling works – it converts the analog sound (electricity) to digital format using a special chip (ADC – analog/digital converter) and by doing so slices it up. After storage and editing, the digital format is converted back to analog so that the conventional amplification and loudspeaker process can take place, together with any other alterations you fancy – boosting or cutting frequencies, compression, gating, whatever.

One would imagine that the faster the system can chop up the sound, the finer the slice and therefore the better the results. If it also digests these slices of sound in 16-bit detail then the reasonable assumption is that this is even better. However, there are several other factors in the equation that can throw even the best-looking specifications awry. For example, the ADC may induce a noise level into the system, or the routines that smooth out the sampled signal (quantization) and ease the path from one level of slice to the next may not be quite up to scratch.

To prove the point, the original Fairlight processor was an 8-bit chip, just like the Spectrum, and the results from that were very smart indeed. Without going into extreme technical details the bottom line is that a well designed 8- or 12-bit sampler can be as good as a 16-bit sampler .

The other major factor is the sampling rate: the number of thousand times per second (KHz) that the sound is sliced up. A CD player reads at 41.5 KHz. Anything below about 15KHz starts to sound a bit grainy, since you can hear the sound stepping from one level to another as the quantization cannot cope with the gap between the samples, although speech will play back with reasonable fidelity at much slower rates.

WHAT TO LOOK FOR WHEN YOU BUY

First, the sampling rate. Anything that can sample as fast or faster than CD stands more than a fair chance of sounding good. Anything above 25KHz is although the data is handled by the micro in 16-bit format. Beware – however high the quoted sampling rates, the final

HOW YOUR MICRO COMPARES...

AMIGA

This machine has an enormous advantage since internal sound chip can perform a very clean digital to analog conversion (without any external hardware) and output it through the stereo sockets. The only hardware you need is a box of bits to convert the analog input to digital. It can also store the samples in the common IFF format and download them into other software packages; eg MIDI.

ST

The ST has a sound chip that has launched a thousand bleeps and can perform DAC (digital to analogue conversion) though not at such a high resolution as the Amiga. However it is more common for sampling hardware to perform both operations and therefore it will have both input and output sockets on it, leaving the ST to process the data. Monophonic output only seems to be the order of the day. MIDI is made slightly easier by the built-in ports but there are only a few programs which store the samples in compatible files.

PC/CPC/PCW/ARCHIE

The PC has very little in the way of sampling available for it. In short I was hard pushed to find any, with a similar story for the CPC and PCW. The Archimedes converts digital to sound the same way as the Amiga thanks to its internal sound chip. It is also very fast at handling the data and graphics. However the software for this machine is thin on the ground and is reduced to one company, EMR who have a sampler 'under development'.

8-BITS

Cheetah still market their bolt-on sampler for the Spectrum and the RAM Music Machine is also a handy little box of bits that has MIDI built-in. The latter is considerably more versatile than the Cheetah and there is a club devoted to software developments for it. Both programs, in their original form, had quite reasonable editing facilities. The sounds from both tend to be a bit grainy and of course you are stuck for memory space, so samples have to be very short. Information on the Music Machine can be had from their users club.

limit will be set by the controlling software.

GRAPHIC DISPLAY.

To edit your sample you must have good visual display of the sound and be able to section off parts of the sound, hear it and then manipulate it. All programs have the 'zoom' button which will display the selected section for the whole width of the screen - essential for detailed editing.

EDITING

Cursor defined sections of sound must be able to be 'cut and pasted' or copied to anywhere on the display. All samplers can reverse any defined part of the sample by reading the data back to front. The fun comes in looping the defined section so that a seamless sound results. In order to loop, it is vital that the starting and ending points match exactly, otherwise a very noticable bump occurs in the sound - at it's worst it will produce an effect like a small motorbike. Good software can pick up points that nearly match in volume and present them to you. You can then match them up side by side on screen and either fine tune them by hand or use another software routine to smooth them out. The result should be a glitch-free loop of sound.

INTELLIGENT LOOPING

Most samplers can be used as a musical instrument in various ways. To emulate an instrument by sampling it is not enough for the sample merely to loop. In effect all you are doing then is hearing the sustained part of the sound without the start and finish. The finished sample when played from either the qwerty or external keyboard should therefore start from a point outside or the looped section, loop as long as you hold it down and then continue the rest of the sound after you release the note. This little software refinement makes a lot of difference.

OTHER NICE TOUCHES

...are the ability to fade in and fade out the beginnings and end of samples and also to be able to take two or more samples and cross-fade from one to the other.

SOUND LEVEL INDICATION

Ymust have a means of means of determining the level of sound going into the hardware – a sound level meter is essential. In conjunction with this is the triggering level that will set the threshold above which the sampling will automatically take place. Although manual sampling - you click the icon/hit the key when you want - is OK, more often than not it requires a third hand to achieve this.

MIDI

Samples should be able to be played directly from within the program itself or downloaded into a compatible MIDI playing program so that sound can be played either from a MIDI keyboard or external sequencer. It is also useful if the samples stored can be loaded into other programs or into games. Here the Amiga IFF files tip the balance in it's favour.

- Ever mindful of thinness of the wallet, next month we look at budget MIDI synth systems. Don't miss it!

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IS SAMPLER
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Good all rounder with useful sampling rate up to 31KHz. Has variety of filters and custom waveform designer. Editing and especially looping are very well and intelligently catered for and it is compatible with your own programs and it's own optional MIDI player program. Has additional 'Spectroscope' software for 3-D editing (due for review soon). The homespun manual would benefit from some objective editing though.

REPLAY 4
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Microdeal
0726 68020

With all other versions of this on Public Domain, this is the latest version from the irascible Al Racine (author of virtually every sampling package going!). Has effects and drum software thrown in too. Very easy to work with although not as many editing features as the IS sampler. The sound is very clean and goes up to 50KHz, it stores up to 10 samples at one go, has limited MIDI capabilities and is compatible with your own software.

PRO SAMPLER STUDIO
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Has limited MIDI potential but a nice screen to work on complete with 3-D display of waveform and 'dancing' volume and frequency levels. Design your own waveform option plus 28KHz sampling.

AMIGA

A.M.A.S.
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Mr Racine again. Stereo sampling at 25KHz, excellent editing features, filters, spectrum analysis, mic or phono inputs (stereo). MIDI is well catered for as the hardware has in, out and thru ports. Adequate software - no sequencing but the samples can be split across a keyboard and turn the Amiga into a sampling addition to a MIDI instrument.

PRO SOUND DESIGNER: GOLD EDITION
£79.95
Eidersoft
0234 273000

Make sure you get the Gold version as it is superior to the previous incarnation. Very well displayed with full editing features, hi-fi filtering, 28KHz sampling at full tilt in stereo mode. You also get the 'MIDI Plus' program which will take the samples previously created and spread or split them across a MIDI keyboard plus a 'Toolkit' which will doctor the sound for various other programs and applications.

PRO SAMPLER STUDIO
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Same as the ST version except that you get a 'Jammer' playback and sequencing package - a four track sequencer plus the usual MIDI split sound and channels.

SPECTRUM

CHEETAH SOUND SAMPLER
£44.95
Cheetah
0222 555525

No MIDI, rather grainy sound, well thought out editing screens if a trifle on the slow side but somewhat dated. Like many programs, it doesn't use any of the additional memory offered by the 128k version. Manual is informative, optimistic and miniscule.

RAM/FLARE
Music Machine Club
05242 62258

Duophonic sampling with the original software plus full MIDI ports. An army of enthusiastics have developed sampling and editing software – contact them. Very good considering the limitations of the Speccy.

ARCHIMEDES

A448 PLUS ADIT SOFTWARE
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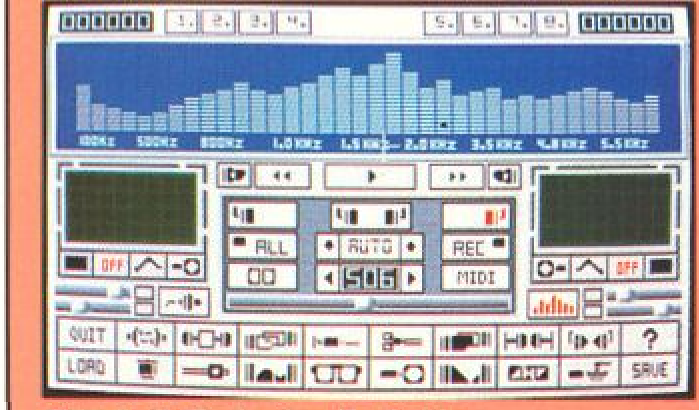
Armadillo Systems
0572 822499

8 SOUND SAMPLER
£126
EMR
0702 335747

EMR have it as an addition to their Soundsynth software, which is a sound creating package coming in at £49.95. Armadillo sport more varieties of hardware with MIDI and stereo at additional cost. EMR aim, with a wide-angle scatter shot for maximum coverage, at the education market with a range of sequencing, scoring and voice creating packages which can offer 32 internal voices plus MIDI sequencing simultaneously. Armadillo run forward into the pro studio with a 16-bit sampler at £1200 plus.

The quality of both products is quite good with sampling up to 44KHz (EMR) and 41KHz (Armadillo) being manipulated easily by the fast-running 32 bit machine.



Microdeal's Replay 4 on the Amiga.

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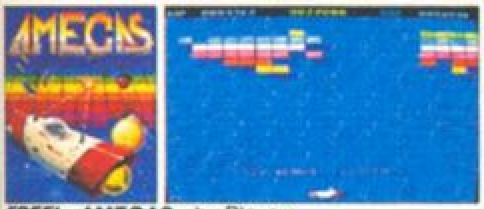

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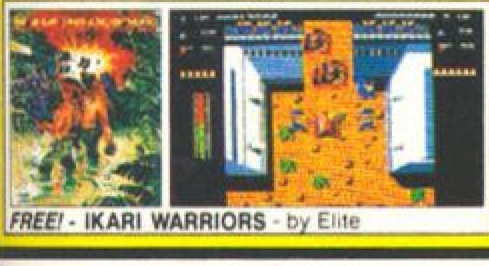

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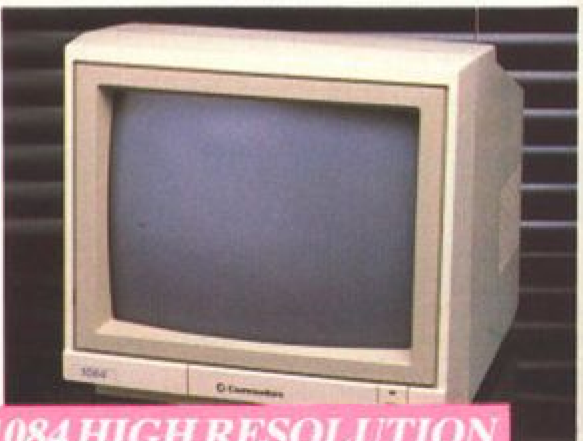

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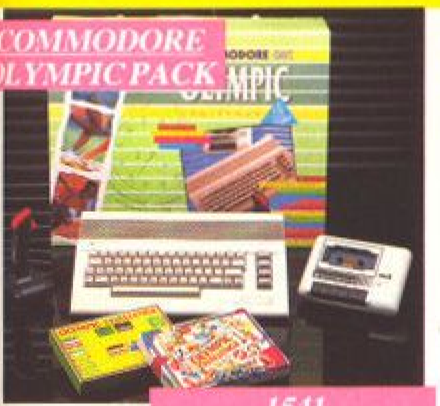

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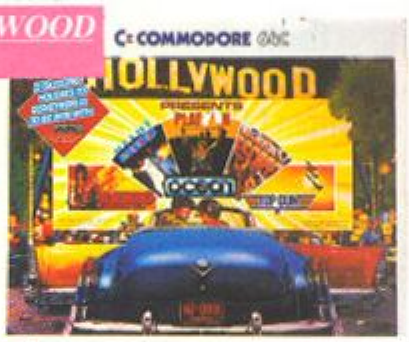

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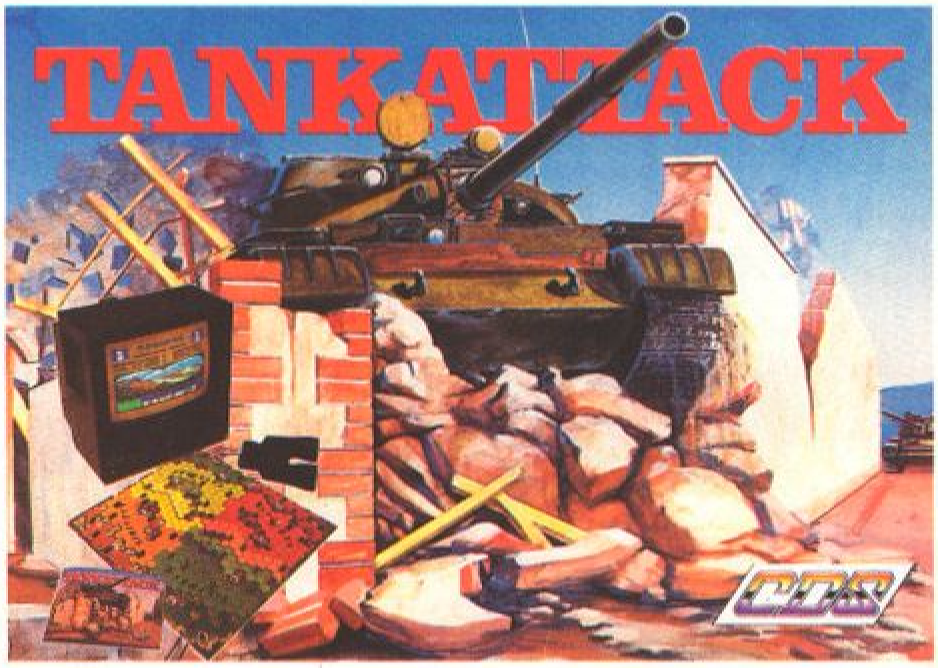

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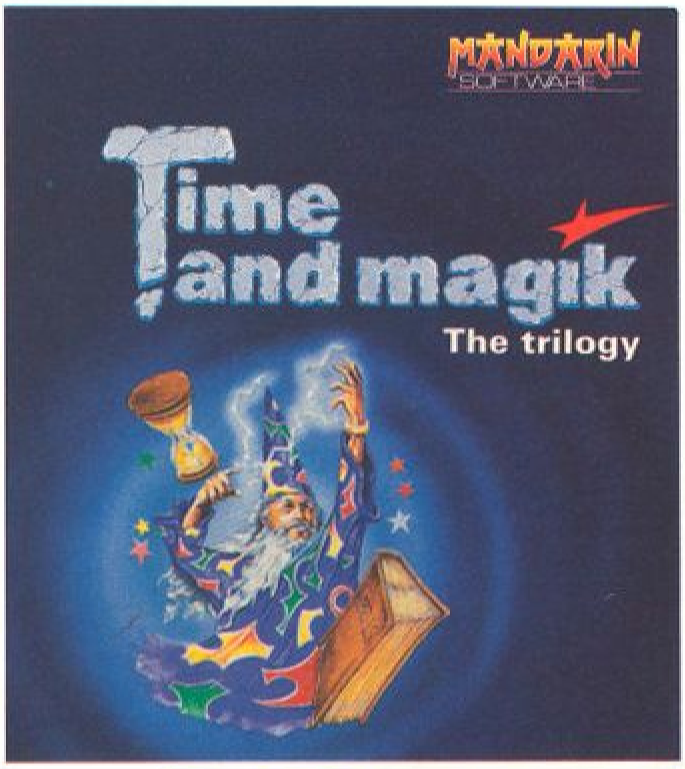

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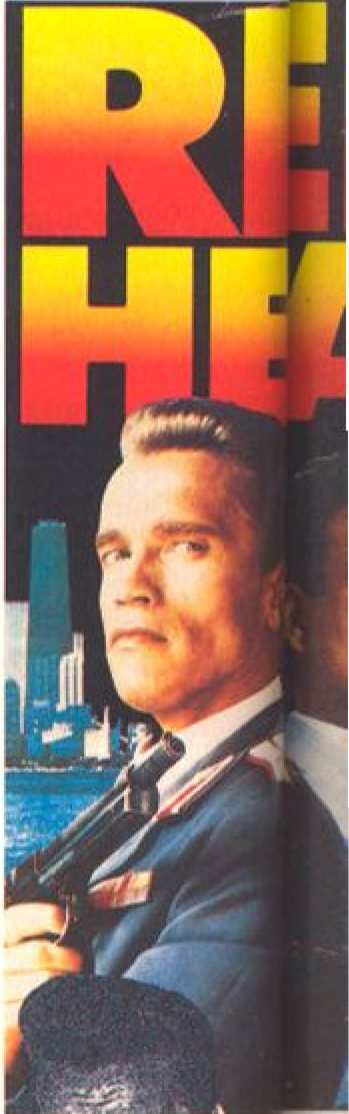

2

Forgotten Worlds
from US Gold

The cities have been destroyed by the evil Emperor Bios and his descendents. Two superior warriors have been assigned the task of cleaning up the mess and of fighting back. They have a hard job ahead of them.

The game is split into four levels each with its own perils. You must use whatever firepower you can accumulate along the way to win the battle.

A monster hit. The magazine reviewers loved it, and you will too.

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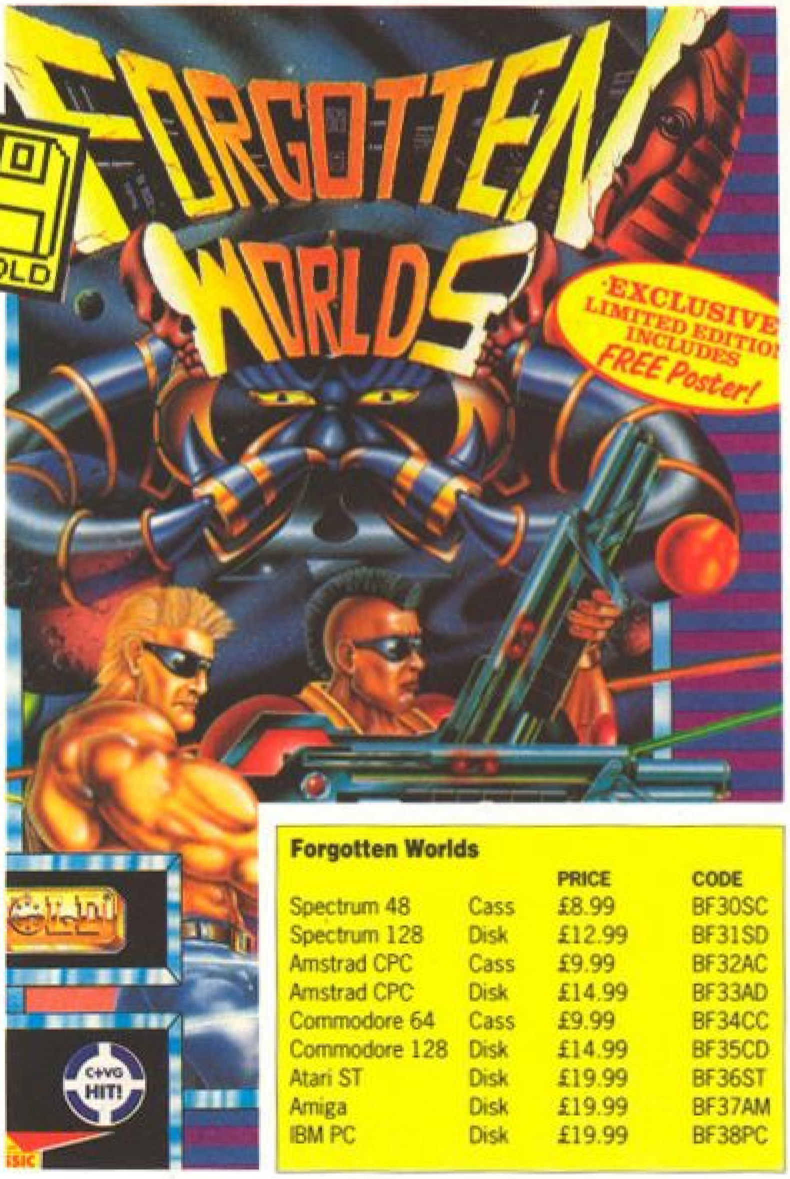
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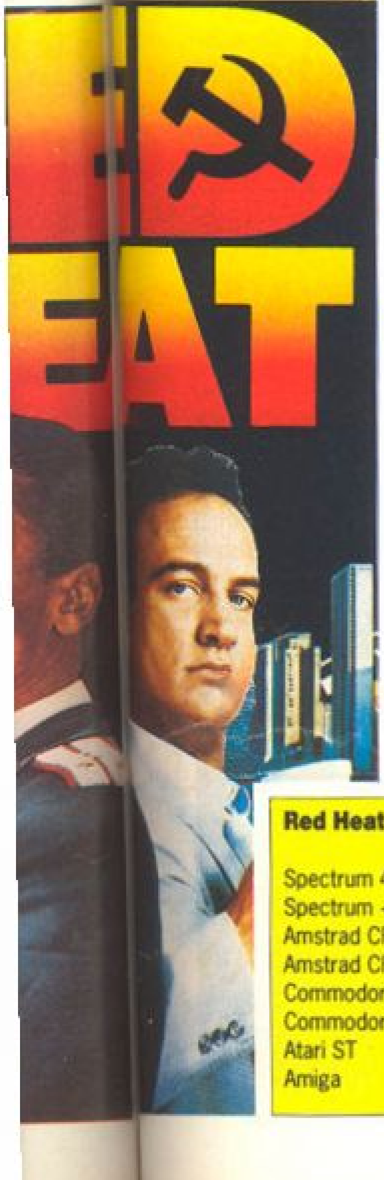

4

Red Heat from Ocean

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American, have very different methods of capturing their prey, but together they face the worst of Chicago's underworld — street fights, the 'Cleanheads' gang, gun fire and breathtaking bus chase. The hottest film tie-in to date — it's all action with stunning graphics — feel the heat — RED HEAT.
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ACE 8/89

ADVENTURE

IS IT A TURTLE? IS IT AN OWL? NO, IT'S ARTHUR, FROM INFOCOM!

First of all, the bad news. The new section design we promised last month has had to be postponed until the next issue to fit in with our plans for the Second ACE Anniversary. We promise it'll be all the better for waiting for...

Now the good news. We've got an exclusive copy of Infocom's Arthur for you to check out – and it's a winner! Find out more below...Oh yes...and a just a few tips to keep you out of trouble. Just a few, that is...

TALK TO THE ANIMALS

Infocom's Arthur puts you in touch with nature....

Now this is interesting. It's not often you get a chance to make such a direct comparison between the styles of Level 9 and Infocom, but now the US adventure giant have given us the perfect opportunity by releasing their own game drawn from the Arthurian legends. How does it shape up?

The game style is very different from Level 9's. Whereas that company strived for absolute authenticity, the Infocom boys – as usual – have sacrificed scrupulous loyalty to their sources in favour of dramatic effect. The result, it has to be said, might make strict Arthur fans want to visit the smallest room in a hurry, but for the rest of us the outcome is undoubtedly a better game.

To start with, the plot has been altered substantially. You start the game as young Squire Arthur, about to pull the sword from the Stone. Merlin appears, however, and tells you that you are not yet worthy to assume royal status. While you are debating the matter, along comes evil King Lot and snaffles the stone. Next morning, he stages a public demonstration waving the sword in his hand...or what appears to be the sword. Your objective therefore is to achieve the necessary status to teach Lot a lesson and draw the sword from the stone, wherever it may be.

IT'S A HOOT

The excellent design of this game becomes apparent as soon as you start wandering about. There are numerous sub-tasks to be accomplished, either set for you by other characters or discovered by yourself.

The only drawbacks are that tasks set by other characters tend to be of a similar 'Bring me this object and I'll do this for you' variety, but the objects are pretty hard to come by, so let's let that pass.

The other drawback is more serious and tends to be a feature of all Infocom games (with the exception of Suspect and one or two others) and that's that the characters all tend to stay more or less put. People don't wander about these games as they do in Level 9's programs and the atmosphere is definitely the poorer as a result. There's no doubt that really ACTIVE characters make a big difference.

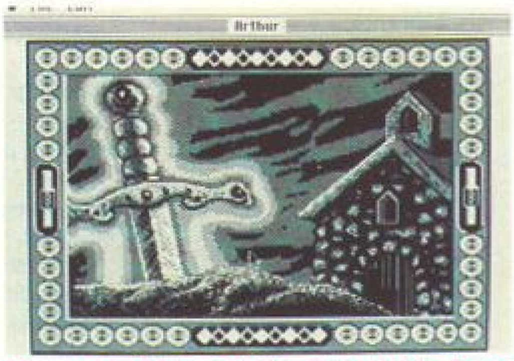
The plot rises above all these considerations however. Things really get going after you've had a heart to heart with Merlin and he gives you the ability to change into any one of either five creatures. As an owl, a badger, a salamander, an eel, or a turtle you have the opportunity to explore several different situations and solve animal-type puzzles that give a whole new dimension to the game.

HUMOUR

The other feature that makes Infocom products so successful tends to be their whacky brand of humour. In some games, Leather Goddesses, for example, it's the driving force behind thewhole adventure. In Arthur, however, it's more subtle.

This means that at one end of the scale you find the taste of minnow every bit as enjoyable as Purina Turtle Chow, and at the other end you discover a maze that is a clear reference to the 'twisty little passages' maze in Colossal Cave. Unfortunately, as a badger (which you are at the time) you can't solve this maze by carrying and dropping objects, because you can't carry anything! The solution is original and ingenious.

Finally, there have been some improvements to the parser, which now opens and closes doors automatically before and behind you and responds more clearly to misunderstood inputs – the finishing touches to an excellent adventure that makes you wonder how on earth Infocom should be having trouble making money (see news pages).



Mono graphics on the Mac. Let's hope the other versions are as good...

RELEASE BOX		
AMIGA	£24.99	JULY 89
IBM PC	£29.99	SEPT 89
No other versions planned		

LANDSCAPE 79
Attractive graphics on the Mac version we tested, together with original locations and adequate text.

ENCOUNTERS......................................65
Quite a lot of people and animals to listen and talk to, but not much complex character interaction.

CHALLENGE......................................82
Lots of puzzles, of the medium-to-difficult variety. Not so many locations, but most of them have something going on...

OVERALL 88
Great prose style, faultless parsing, good narrative storyline, and variety of objectives all combine to make this a great game. The overall standards of adventure RPG software have risen enormously in recent months, but for a traditional text-entry adventure, this game does as well as any...

**ACE
ADVENTURE RATING
880**

HOUND OF SHADOW

More details have emerged regarding EA's Hound of Shadow RPG, to be released in September for the ST, Amiga, and PC. The game is touted as an 'original contribution' to the Cthulhu myths, which – you may recall with trembling limbs – was developed by the horror fantasy writer H.P.Lovecraft. Infocom used Lovecraft's imagery and style to great effect in Lurking Horror.

Hound of Shadow has been developed by Eldritch Games, a company who have previously been involved in board game design. It's set in the 1920's and uses sepia tint graphics as well as traditional RPG elements that include 6 character professions and over 50 skills.

The game system developed for the adventure is called Timeline and the idea is that all characters developed in the game will be 'importable' into future releases using the Timeline system. More details next month...

ABSOLUTELY NO PROBLEM!

So...you want TIPS, huh? You actually have the guts to come up front and whinge about that little problem with the flatulent Balrog, eh? Well, you can sort it out yourself, big boy. And while you're doing so, just think how easy things would have been if you'd been stuck in one of the following games instead...

SE-KA OF ASSIAH

STAFF......Given to you by the villagers before you enter the castle at the start of the game. On examining the staff you will see a tiny stud on the top and a golden ankh at the end.

CASTLE DOOR......Opened by the cloaked figure who appears after you are given the cloak by the villagers.

TORCH......Found in the castle east from the entrance.

HORN......South twice then west from the entrance to the castle.

CLOSED DOORS......Slide to open.

ROD OF LIGHT......To get this, go east twice from the rod and search the room. Open the red valve. Return to the rod and light gas with lit torch then go back east and turn the green valve to melt the ice hodling the rod.

BLACK GUARDIAN......Pass him by pressing the stud on the staff, then throw the staff at him.

DWARF......Kill him with your bare hands then examine him – take the blowpipe and drink the potion to cure the poison from the dart he threw at you.

CASKET OF VIB-RA......Poke the blowpipe through the mesh then get casket. Note that you can only do this while under the lake – not via the column in the crystal tower. To leave underwater passageway after getting casket, inhale blowpipe then go down, swim up, go north.

OPENING THE GATE......After cutting the wire that holds the sack and retrieving the Hammer of Vib-Ra from the sack, fill the sack with sand from the floor, then tie the sack onto the lever found in the room. The gate opens and the far door closes. Cut the sack so that a trickle of sand leaves the sack – the gate slowly closes. Go out through the gate and wait until the gate closes and the far door opens.

HOOK ON CEILING......After killing the guardian, search the room and pull hook down with ankh. At the top of the tower you can leave to part 2 of the adventure by having the hammer, the casket, and the rod – blow the horn and you get the bird!

SPELLBREAKER

The idol is a yawning, animated problem.

The ogre suffers from hayfever, perhaps some pollen will help.

Serpent too big? Try taking him down in size.

BORROWED TIME

Thugs on your tail? Don't bother with the boys in blue – it's better to rely on trash.

KAYLETH

Trapped in a stomach? Try giving it something to throw up about.

TASS TIMES IN TONETOWN

Fungus can help with creatures guarding a gate.

LEATHER GODDESSES

Remember the slogan – a Mars a day. This may help in the gorilla cage.

THE INSTITUTE

A green man not letting you pass? You do need a drink, don't you?

WINTER WONDERLAND

Try cleaning the ice for a pass.

PILGRIM

Kick the wall in the apothecary, a small door will then spring open and inside you will find a pot of balm, used for healing sore feet.

Examine altar, turn statue, then lift it – the altar top slides back.

Get heavy rock from glade near lake and enter lake with rock and lenses only. You will sink to bottom. Get bar and drop rock and you will rise to surface. Bar is a key. Type 'lake' and 'bank' to move between two.

Dig three times in the cave up the soft yellow cliffs. Dig steps up cliff to reach cave.

AZTEC TOMB

Look under bed and go trapdoor.

Wear red cloak in cellar to find small key (type 'look cellar').

Catch fish in pool with jam-jar, examine it, then water small plant with jam jar filled from stream. Water plant twice.

Dead mouse scares elephant away.

Give cloak to dwarf to get box, which contains map to guide you to tomb.

AFTERSHOCK

Switch the isolator off.

Examine bench in utility room to get torch.

Take oil from tanker in Darwin Street.

Switch torch on and get down manhole.

Search sewer maze for handle, then find sluicegate, fit handle onto shaft, lubricate mechanism, open sluicegate. Water in underground station will be drained.

Carry TV or radio to get past looters drop both to get past soldiers.

In old house, support stairs with beam before climbing them – beam in on wasteground.

Give buns to elephant.

Drop ramp near chasm, remove body from car, examine body, climb into car, start engine, drive car at ramp to form bridge.

STARCROSS

Check coded message on screen, then examine star map in your package for course. Enter these co-ordinates into computer.

Red airlock door – examine sculpture, press fourth bump, press hexagon, get black rod.

Give tape player to spider like alien and he will

KINGS QUEST 4

These tips will get you through the first part of the adventure...Watch out for more helpful hints in forthcoming issues.

Stay clear of Ogre's house and nasty trees.

On your travels you will see a bird tugging at a worm, get worm.

Go to Lolotte's castle.

Get gold ball from under bridge.

Go to pond with frog wearing crown on lily pad.

Stand to the right of the pond and drop ball in pond.

Frog will retrieve it and sit by the pond.

Get frog, kiss it and it turns into a prince and gives you the crown.

Get the ball back.

Go to pillared pool, Cupid may be there else revisit until he is

Cupid flies away, get bow (2 arrows)

Shoot the unicorn once with bow when you see it.

Go to old house and get book from shelves in left hand room.

Look at picture on the wall, girl is looking to left.

Pull latch on left wall and go in to the secret stairway.

Get shovel at bottom of stairs.

In one of the meadows meet minstrel, give book and get lute.

Play lute to Pan and swap lute for flute.

Go into dwarves house and clean up.

Get diamonds left by dwarves.

Go to mine and give diamonds back to dwarf (farthest right).

Get lantern and diamonds.

Go to fisherman's cottage, walk along pier.

Go back into cottage, give diamonds to fisherman and get fishing pole.

Go to end of pier, put worm on hook and catch fish.

Go to waterfall, wear crown, turn into frog and swim under waterfall.

Get board at mouth of caves.

Light lantern.

This is the first really difficult part of the game, and I have to say I think it's a bit of a cheat. You must enter the dark cave and avoid the troll. There are two routes to follow but you'll find it very difficult to get through. You may well think (as I did) that you need some object to get past the troll, but you don't. Just persevere (and make sure you save the game before the you enter the cave!). When you get to the chasm in the caves, just put the board across it...

give you yellow rod.

Red rod is in entrance to rat ants' nest.

When maintenance mouse appears, drop one of the transporter disks. follow mouse. Wait until it reappears from the hole and goes away, then drop the other disk and stand on it.

Give space suite to weasel chief then point to brown rod he is wearing.

Move skeleton in control room of spaceship in green dock to get violet rod.

To get clear rod, look at the projector in the observatory through the black fragment of visor.

Silver rod is in the barrel of the ray gun.

Ignore the black slot!

MINDFIGHTER

Get through part two with this nifty set of tips:

To get into building, metamorphose in the alcove.

In the vents, the only rooms that need to be visited lie E and S.

To get past the grilles, metamorphose. If it doesn't work, try again.

Look in the medical room to find a uniform.

Dressing like other officers will allow you to move safely through the complex.

Lock Yabushi in his room with gold key.

Put the dead rat in the drum.

For some company, search the cells.

The rest room will supply you with some keys.

Cut the wire with the pliers.

Take off your uniform when Jimmy is around.

LANCELOT

Spend the night with Merlin.

Throw wood to pass Phelot.

When Morgan captures you, get the glass from Morgan and give it to the Maiden. She will drink the love potion and release you.

Close the panel so the Magical Knight can't get back into it.

Close the shutters inside Garlons Turret to fight on equal terms with him.

Make sign of cross to escape Damosel in her pavillion.

Give the chalice to the Thirsty Pilgrim.

Lure both Dragons to the Hillock by making one follow you and the other follow Galahad. Then go west and they will kill each other.

Keep throwing water on the fire using the cup and Chalice. Use both characters so that they are throwing water at the same time.

INGRID'S BACK

Don't forget to sign the petition yourself.

To cross the river, take the Dogless carriage to the top of the hill and take a run at it!

To get the Hermit to dign, drop the petition in her cave, come out, wait, then go back in to collect it.

Get Gnoah to lie in front of the Steamroller to make it go the other way.

To blow up the Steamroller, put the loaf in the chimney when the Trolls leave it.

To enter the well - drop one telelily in the well. Drop the other by the well, and enter theone by the well.

Get daisy to examine the rubbish to find a letter in the dustbin.

Drop evidence by the safe then hide behind the curtain until Jasper comes. He will open the safe to hide the evidence and you will see the combination.

LURKING HORROR.

To enter the lab show the professor the suicide note

When it comes to escaping from the professor wait for him to enter his pentagram, cut the pentagram with the knife, exit the pentagram, push bench, open the trapdoor and go down.

The dead hand can be resuscitated by dropping it in the vat and fishing it out when it wants to get out.

Show the urchin the resuscitated hand to make him drop the bolt cutters.

LEISURE SUIT LARRY

GOES LOOKING FOR LOVE IN SEVERAL WRONG PLACES.

Here are some tips which should get you aboard the cruise ship.

Enter Garage and take dollar bill.

Go up and right twice.

Look in knothole in fence.

Go right and into mart - by ticket.

Choose any six numbers.

Go out and left three times.

Enter TV station and show lottery ticket.

Tell short sighted girl the six numbers she mentions.

Sit down in green room and wait.

Follow man into studio and play blind date.

Accept ticket (having won) for cruise.

Sit down in green room and wait.

Follow girl into other studio and win Wheel of fortune.

Accept $1,000,000 bill.

Leave TV studio and go to clothes shop.

Take swimsuit and pay with bill.

Accept change from purchase.

Go to mart and buy Gulp from machine.

Go to store and get Sunscreen from middle of left hand counter.

Go to Barber's and sit down,

Go back to Eve's and search trash to retrieve passport.

Go to music shop and get Onklunk.

Show ticket to sailor at harbour and get on cruise ship.

ZORK 1

Cyclops: Give him the lunch then the bottle.

Thieves' Room: Use the nasty knife to kill the thief.

Clearing the Grate: Follow the ceremony mentioned in the black book, but drop the candles before ringing the bell. Don't take the torch and turn the lamp off before the ceremony or it won't work.

Mirror Room: Try touching a mirror.

PRICE OF MAGIK.

Getting past the curtain requires you to Kill Curtain, then you can go on and get the Feldspar lens.

In the Oak panelled corridor push panel to reveal a secret door.

In the Dark Room cast Bom at Spawn (you must have the trumpet), and when you have fought off the spawn Get Claw.

Get the bones from the echoing crypt, go west, bury bones, knucklebone and skull. A ghost will appear. Take armour.

SOULS OF DARKON

At last...the complete solution to one of the most difficult, illogical games around. Hardly surprising that Taskset closed down after releasing it – they were probably inundated with calls for help, just as Joan Pancott was. Now Joan's supplied this solution, so jolly well be GRATEFUL, OK?

Start: Look, get food, examine sculpture, pull metal, get hook and fork, e, n.
Woodsman's Cabin: Look, open door, in, look, open cupboard, look, get rope, out, s, w, w, look, get helmet, examine helmet, wear helmet, s,look,examine alter, examine carving, push carving, examine stone, examine plaque, turn plaque, look, get and examine sword, get and examine axe, n, e, e.
Tree: Up, look, get and examine coin, get, examine and wear ring, d, n, look, give axe to woodsman, he lends you anti-gravity belt, examine axe, examine buckle, wear belt, s, w, w, s, s.
Blacksmith's: Look, open door, in, look, give coin to blacksmith to get sword straightened, , out, examine barrel, get sword, n, e, e,look, get bottle, w.
Field: Look, zap robot, look, get visor, examine arm, push button, look, get crystal, drop visor, w, s, w.
Fountain: Look, examine man, examine fountain, put crystal in the fountain, fill the bottle with gold, give bottle to guide, follow the guide, look, follow the guide (through monolith), look, s to clearing, drop food, get and examine map, follow the map to take you north, drop map.
Rain Has Stopped: Push buckle, hold breath, e, look, e.
Cliff: Look, tie rope to hook, throw rope, up, in.
Field /Room: Look, examine infrared, look, open door, e.
Trophy Room: Look, examine skull, push mouth, in, look, examine infrared, look, get key, get jar, examine jar, out, s, look, get can, s.
Glass Room: Look, examine star, get star, water star, drop can, get star, e.
Hall Of Darkon: Look, strike fork on plate, "Say Silicon", follow Komputa, attack Kryator with star, strike fork on Kraytor, drop fork, look, e.\
Kitchen: Look, examine stairs, s, look, examine infrared, look, turn wheel, pull wheel, get garlic, n, look, give garlic top cook, look, get pie, up, look, drop pie, unlock door, s, empty jar, open door, s.
Rope: Look, "Say Silicon", cut rope, examine flask, attack Darkon with star, plunge sword in flask, plunge sword in Darkon.

IN THE PINK

This month's Pink Pages sees the complete games listing – essential reading if you're thinking of adding to your collection. It also features privileged information about Steve Cooke's favourite Indian meals, and Pete Connor's Top Ten Continental Lagers, not to mention not one but TWO competitions, a hideous short story, details of competition winners, a letter from Cinemaware, and even the chance to get yourself a job on ACE.

THE LINE-UP

102
ACE software guide
We check out the games you just have to have – in every category.

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The ACE Diary
A new section, this one – and you can make sure that future editions carry details of YOUR event.

112
WIN! WIN! WIN!
A free MGT Lifetime Diskdrive – compatible with almost any micro.

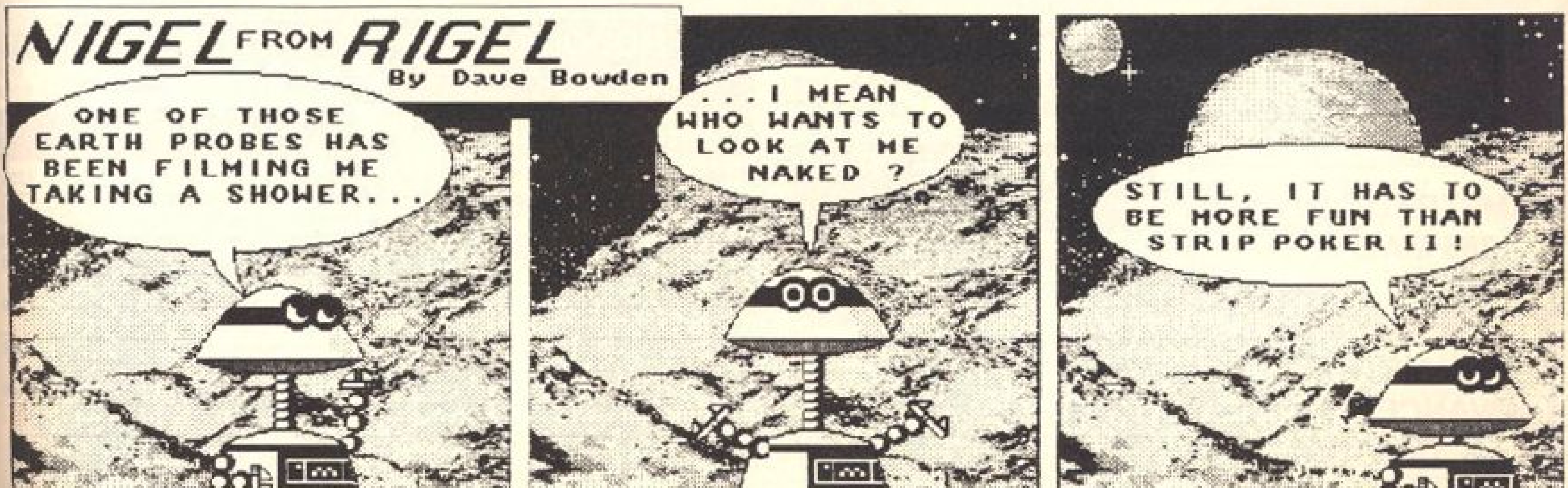
114
ACE Crossword

115
Ace Lists – from Lager to Jhal Frezi.

116
Cinemaware Bite Back
....and have their say about Lords of the Rising Sun

118
WIN! WIN! WIN!
Free copies of Life and Death (see page 9 for news story).

119
Train Games
....or which titles would YOU put on Atari's new hand-held games machine?


NIGEL FROM RIGEL
By Dave Bowden
ONE OF THOSE EARTH PROBES HAS BEEN FILMING ME TAKING A SHOWER...
...I MEAN WHO WANTS TO LOOK AT ME NAKED ?
STILL, IT HAS TO BE MORE FUN THAN STRIP POKER II !
DJB '89

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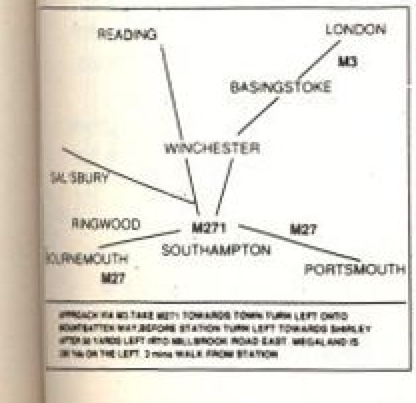

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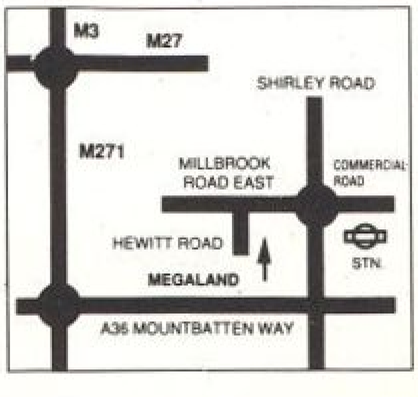

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ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictiveness feature here.

ARKANOID

Imagine ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari XL/XE £8.95cs ● Atari ST £14.95dk ● MSX £8.95cs ● IBM PC £19.95dk

Conversion from *Arkanoid* the coin-op, in its turn the best version of the classic *Breakout.* Simple in concept: the player controls a bat at the base of the screen, whizzing it left and right. The object is to keep a small ball in play, bouncing it off the bat to destroy formations of bricks in the top half of the screen. Eliminate all the bricks and move on to the next of 33 screens. Clever extra features contribute to the addictiveness. As a faithful coin-op conversion, *Arkanoid* comes out top, but for a different slant on the same theme and some nifty music, try ASL's *Impact,* which also builds up the difficulty levels more gradually.

★ ACE CLASSIC

BIO CHALLENGE

Hewson ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk

A graphically superb horizontally scrolling shoot-em-up but without the shooting, in which you, as a robot, run, duck, jump and somersault your way around a planet's surface. See the full review on Page 46.

★ ACE RATED 919

BOUNDER

Gremlin Graphics ● Spectrum £7.95cs ● C64 £9.95cs £12.95dk ● Amstrad £8.95cs £13.95dk

A great arcade bounce-em-up, and very addictive too. You guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked squares and you can stay aloft longer or

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gain a mystery bonus. Fill in a gap or hit one of the game's many nasties, however, and you'll lose a life. Bonus bouncing sections at the end of each level help vary the pace, and those tough gaps really keep you coming back for more. Bright, witty graphics, great music – and it's so playable.
★ ACE CLASSIC

BUBBLE BOBBLE

Firebird ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari ST £19.95dk

Playability is the essence of this two-player coin-op conversion. You and a friend play bubble-blowing dinosaurs, travelling through 100 maze-and-platform screens, fighting off the 'bullies' by encapsulating them in your bubbles to turn them into juicy fruit. More firepower and various bonuses await as you reach the more difficult later screens. Enormously good fun, if a little on the cutesy side. Can also be played as one player against the computer.
★ ACE RATED 958

BUGGY BOY

Elite ● C64 £9.95cs £14.95dk ● Amstrad £8.99cs £14.95dk

A non-stop action driving game that will keep even the most ardent *Out Run* fans busy for a long while. Collect the time bonuses in the attempt to complete the five gruelling courses. Instantly playable and highly addictive, *Buggy Boy* should be on any racing fan's shopping list
★ ACE RATED 906

CONQUEROR

Superior ● Archimedes £24.95dk (Amiga and ST versions under development)

Drive around in your very own tank! Blast the enemy in close combat and plan your strategy for the campaign. This is a tricky game to get to grips with, but if you persevere you'll find you soon become mesmerised by the thing. If you ain't got a 1Mb Archie though – forget it!
★ ACE RATED 931

ELIMINATOR

Hewson ● Spectrum £7.99cs £12.99dk ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £19.99dk

Graphically wonderful roadway blast-em-up by John Phillips, which will twist your joystick inside-out. It'll even have you driving on the ceiling. Though it's tough to get to grips with at first, the addiction level's so great you'll keep coming back for more.
★ ACE RATED 904

EXOLON

Hewson ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk

Graphically superb horizontally scrolling shoot-em-up in which you run, duck and jump your way along a planet's surface blasting away at alien defences. A gun and a missile launcher are used to blast the foes, but if things are still too tough then you can grab an exoskeleton for extra protection and fire power.
★ ACE CLASSIC

GRAND MONSTER SLAM

Rainbow Arts ● Amiga Price TBA

Set in the mythical world of Ghold, where the warring creatures take their rivalries to the field of play in a competition to kick small furry Beloms from one end of the pitch to another. See the full review on Page 42.
★ ACE RATED 900

OIDS

Mirrorsoft ● Atari ST £19.99dk

A magnificent *Thrust*-ish blast. The Oids are relying on you to save them, but the Biocretes aren't going to let them go without throwing missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to design your own planetoids – great stuff!
★ ACE RATED 969

PITSTOP 2

Epyx/US Gold ● Available only on Epyx Epics compilation ● C64 £9.95cs £14.95dk ● IBM PC £29.95dk (in compilation with *Winter Games* and *Summer Games 2*)
Thrilling racing game where the screen is split into two and you can race the computer or a friend. Lots of different Grand Prix circuits, tyre blow-outs and of course the all-important pitstops guarantee to give you hand cramp and your brain a real racing treat.
★ ACE CLASSIC

POWERDROME

Electronic Arts ● Atari ST £24.95dk

This superb arcade-style futuristic driving simulation will have you enthralled for months to come. It may not be terribly easy to get straight into but it's well worth perservering with. You'll be playing this for months.
★ ACE RATED 925

PURPLE SATURN DAY

Exxos ● Atari ST £24.95dk ● Amiga £24.95

A terrific mix of games that delivers punch both audio and visual. The consistently good gameplay ensures you'll enjoy playing each sub-game time and again. It's a little tricky to get the hang off, but master it and you'll be pleased you persevered.
★ ACE RATED 912

SPIDERTRONIC

Ere International ● Atari ST £19.95dk

Guide your spider-like character around the game area, collecting coloured panels in the correct order. The built-inconstruction set means you'll be knocking out your own levels till the cows come home.
★ ACE RATED 903

SUMMER GAMES

Epyx/US Gold ● C64 £9.95 cs £14.95dk ● IBM PC £29.95dk

Epyx sporting simulations are of high quality but none have quite captured the playability and style of the original *Summer Games* and its immediate successor, *Summer Games 2*. One to six players can take part in high jump, gymnastics, springboard diving, clay pigeon shooting, swimming, pole vault – and others – with lovely large graphics and smooth animation throughout. Control of your athlete can be complex so practice is recommended.
★ ACE CLASSIC

SUPER SPRINT

Electric Dreams ● C64 £9.99cs £14.99dk Amstrad £9.99cs Spectrum £9.99cs ● Atari ST £19.99dk

One of the better coin-op conversions currently available. With up to three players all competing at once, the action is fast and furious and it will take a finely-tuned car to complete some of the more tortuous circuits that appear later in the game.
★ ACE RATED 907

THRUST

Firebird ● Spectrum £1.99cs ● C64 £1.99cs ● Amstrad £1.99cs

Terrifyingly sensitive controls and a large helping of real-life physics make this budget title an absolute must. Flying down through the caverns of an enemy-held planet, you have to pick up fuel and destroy hostile gun turrets without crashing into the tunnel walls. Tough enough as it is, but then you've got to make the return journey with a heavy load slung under your craft. Very mean, very addictive.
★ ACE CLASSIC

THUNDERCATS

Elite ● C64 £9.95cs £14.95dk ● Spectrum £7.95cs ● Amstrad £8.95cs £14.95dk

The game based on the hit TV series/comic/ plastic toy. It's a side-on view scroller that just oozes gameplay. Each of the game's 14 levels is a straight line dash from start to finish with a multitude of obstacles to avoid along the way. Graphically impressive and compulsively playable too.
★ ACE RATED 931

URIDIUM

Hewson ● Spectrum £8.95cs ● C64 £9.95cs £12.95dk ● BBC £9.95cs £14.95dk

The piece de resistance of scrolling shoot-em-ups: blast the dreadnought and attacking ships while dodging around any large structures. Great metallic-looking dreadnoughts and the smoothest scrolling you'll ever see put this head and shoulders above the opposition. A game not to be missed, especially now that C64 versions come packaged with the excellent *Paradroid*.
ACE CLASSIC

ZARCH / VIRUS

Superior Software ● Archimedes £19.95dk ● Firebird (16 and 8-bit versions) Amiga £19.95dk ● Atari ST £19.95dk ● Some 8-bit versions under development

STILL ACE'S highest rated game to date. A solid three dimensional shoot-em-up with such graphic perfection and timelessly addictive gameplay that it became an instant classic. Now the 16-bit versions have arrived and they're just as good as the 32-bit versions . All that remains to be seen now is whether we'll be ACE rating the 8-bit versions.
★ ACE RATED 981

ADVENTURES

Adventures have come a long way since *The Hobbit.* State-of-the-art graphics and powerful parsers enable you to communicate with other characters, and fully explore the world of your choosing. Add role-playing elements and you can see why this section of the software biz is the fastest growing area of computer entertainment.

THE BARD'S TALE III

Electronic Arts ● C64 £14.95dk

The latest *Bard's Tale* game offers a number of refinements over its predecessors (all of which are still well worth taking a good look at). First, the graphics are better animated. Second, there are ranged combat routines which take careful account of the distance between you and your opponents. Finally, the game's large and represents excellent value for money.
★ ACE RATED 920

BEYOND ZORK

Infocom/Activision ● C64 £19.99dk ● PC £24.99dk ● Amiga £24.99dk ● Atari ST £24.99dk

Infocom's attempt to muscle in on the role-playing market is a great success. Locate the fabulous Coconut of Quendor in a game that combines the wit and ingenuity of one of the

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world's most original software companies with state-of-the-art parsing and gameplay. Text-only, but with an on-screen mapping facility.
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CORRUPTION

Rainbird • Atari ST £24.95dk • Amiga £24.95dk • PC £24.95dk • Spectrum £15.95dk • C64 £17.95dk • Amstrad 6128 £19.95dk

This tale of insider dealings, infidelity and crooked business deals is unlikely to appeal to adventurers who prefer to wander through vast dungeon networks seeking treasure. But for those who are fed up with traditional adventuring, it's like a breath of fresh air. Superb graphics, great atmosphere and a nail-biting plot makes this a terrific game that grips from the start.
★ ACE RATED 920

FISH

Magnetic Scrolls • PC £24.99dk Amiga £24.99dk

More gameplay than *Corruption*, better game design than *Jinxter*, and not as quirky as *The Pawn*. This is definitely MS's best release since *Guild Of Thieves*. Good stuff indeed.
★ ACE RATED

GUILD OF THIEVES

Rainbird • C64 £19.95dk • Spectrum £15.95dk • Amstrad 6128 £19.95dk • Amiga £24.95dk • Atari ST £24.95dk • PC £24.95dk

One of Britain's newer adventure software houses – Magnetic Scrolls – managed to produce a traditional treasure hunt with superb graphics and some very tricky puzzles. Powerful parser helps to create a convincing game world with humour and imagination.
★ ACE CLASSIC

INGRID'S BACK

Level 9 • Atari ST £19.95dk

A great follow-up to *Gnome Ranger*. Level 9 have really got to grips with the use of characters in their games and how to program them very effectively.
★ ACE RATED 920

JEWELS OF DARKNESS

Rainbird • C64 £14.95cs • Spectrum 128 £14.95cs • Amstrad £14.95cs £19.95dk • PC £19.95dk • Amiga £19.95dk • Atari ST £19.95dk

Level 9 have put together three of their classic releases, *Colossal Adventure, Dungeon Adventure* and *Adventure Quest* in one bundle. The games have been updated with graphics and larger vocabularies and are as close to the original spirit of adventuring as you're likely to find.
★ ACE CLASSIC

LURKING HORROR

Infocom/Mediagenic • C64 £19.99dk • ST £24.99 I Amiga £24.99 • PC £24.99

Infocom's tribute to H.P. Lovecraft and the horror-fantasy genre sends you into a cold sweat as you discover something very nasty lurking beneath your college laboratory. Superb text-only game that defies you to play it after dark...
★ ACE CLASSIC

POOL OF RADIANCE

US GOLD /SSI • C64 £14.99dk

SSI were very brave to attempt tocapture the complex concept of the AD&D system on a computer, but they managed superbly. An RPG-influenced game that will appeal to not only AD&D fans but to anyone looking for an enthralling game that will keep them playing for months.
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TIME AND MAGIK

Mandarin • Spectrum £14.95cs £14.95dk • C64 £14.95cs £14.95dk • Amstrad £14.95cs £14.95dk • Atari ST £19.99dk • Amiga £19.99dk • PC £19.99dk

This compilation of the Level 9 games, *Lords Of Time, Red Moon* and *The Price Of Magik* have been re-vamped with better parsing, bigger vocabularies and pictures added. Superb value if you don't already own them.
★ ACE RATED 919

ULTIMA V

OriginSystems/Microprose • C64 £24.95dk • PC £29.95 • ST/Amiga to be announced

Astonishing level of detail in thie role-playing inlfuenced epic. Travel round Britannia trashing the opposition and learning the magical, tactical, and geaogrphical secrets that will enable you to defeat the forces of evil far underground. Superb romp, great lasting interest, and tough challenges galore.
★ ACE RATED 928

WASTELAND

Electronic Arts • C64 £14.95dk

Charge around irradiated USA whopping mutant bunnies and biker scum in this role-playing epic. The atmosphere may not be as good as the *Bard's Tale* series of games, but the extra dimension of strategy leaves the cut, slash and spell scenario of the *BT* series way behind.
★ ACE RATED 921

ZORK ZERO

Infocom Versions due out about now. Watch this space for price info. Highly enjoyable with a variety of challenges that make for instant addiction. A bit more character interaction would have made this a real humdinger, but even so it remains one of the best games of the year so far.
★ ACE RATED

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BONECRUNCHER

Superior Software ● C64 £9.95cs11.95dk ● Amiga £14.95

At first sight this recent release may appear to be nothing more than a boulderdahs ripoff. However there are a number of innovative gameplay features which give Bonecruncher a feel all of its own. Highly recommended for those who prefer to solve problems rather than shoot them.

★ ACE RATED 948 – AMIGA

BOULDERDASH

Prism Leisure Corporation ● Spectrum £2.99cs ● C64 £2.99cs ● Amstrad £2.99cs

A game that has everything – instant addiction, lng-term challenge, frenetic excitement as the clock ticks down and extremely tricky puzzles. You must collect jewels hidden in caverns, digging away earth and boulders to get tat them. Boulders can drop and cause you srious damage, while the jewels are often hidden by seemingly impenetrable walls. Complex but great fun. Boulderdahs is a clasic you can't afford to miss in its budget incarnation.

★ ACE CLASSIC

DEFLEKTOR

Gremlin/Vortex ● C64 £9.99cs ● Spectrum £7.99cs ● ST £19.95dk

Optics are the order of the day here (not the spirit dispensers) as the player tries to connect a laser beam to a receiver and at the same time destroy a number of cells that are on screen as well. You'll need to make full use of the mirrors, fibre-optic conduits and polarising and refracting blocks if you're to ahcieve your aim. Clear the first screen and you'll only have 59 more to do. Fascinating stuff that's horribly addictive.

★ ACE RATED 906 – ST

NEBULUS

Hewson ● C64 £9.99cs £14.99 dk● Atari ST £14.99 dk

Guide pogo to the top of eight towers using the spiral of platforms, lifts and ledges that form the route. It's a highly original game that strikes a fine balance between frustration and addiction, added to which is the rotary scroll, thus making it a good-looking, playable winner of a game.

★ ACE RATED 943 - C64

SENTINEL

Firebird ● Spectrum £9.95 cs ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95 dk ● Atari ST £19.95dk ● Amiga £19.99dk

Bizarre and compelling strategy game played over the chequered surface of a planet dominated by the Sentinel. Fundamentally you have to absorb energy while trying to stop the Sentinel from absorbing yours. A clean brain and fast trigger finger are both necessary in this very original and large - 10,000 possible landscapes - game.

★ ACE RATED 963 - AMIGA

SKULL DIGGERY

Nexus● Atari ST £19.95

Boulderdash clone that completely outdoes the original on this particular machine. Again (see Boulderdash above) you're digging for diamonds in caverns over a hundred different screens - with a time limit for each screen. Skulldiggery scores on playability (easier screens to begin with and a choice of starting point) and its entertaining two-player option.

★ ACE RATED 919 - ST

SPORE

Bulldog ● C64 £1.99cs ● Amstrad £1.99cs ● Spectrum £1.99cs

The winning combination of stragtegy, frenzied blasting and great graphics make Spore a worthy full-priced release - what a bargain then to be able to pick it up for £1.99!

★ ACE RATED 919 - C64

TETRIS

Mirrorsoft ● Spectrum £8.99 cs ● C64 £8.99cs £12.99dk ● Amstrad £8.99cs £12.99 dk ● Atari ST £19.95dk ● Amiga £19.99dk ● IBM PC £19.99dk

A fascinating geometrical oddity, this Russian puzzler turns the obscure mathematical topic of packing into a cult game. One at a time, shapes fall downwards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen; your task is to guide them down and pack them tightly so that doesn't happen. Different versions have proved to be rather variable in their arcade aspects, but the brilliantly simple idea behind them means they're well worth a look whatever your machine.

★ ACE RATED 959 - C64

THINK!

Firebird ● C64 £1.99cs ● Amstrad £1.99cs ● Spectrum £1.99cs

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of that from Firebird. It's a horribly addictive game played on a 6x6 grid - either one or two player - in which you attempt to connect four counters, horizontally, vertically or diagonally.
★ ACE CLASSIC

XOR

Logotron ● BBC £9.95cs £12.85dk ● Amstrad £9.95cs £14.95dk● Spectrum £7.95cs

Extremely tricky maze game involving the player controlling two shields, and collecting masks through 15 mazes, which increase in complexity as you progree. Also in later stages, fish and chickens lie in wait, often blocking the masks and just waiting to fall on you and bring your quest to a premature end. Later still, the fish and chickens are the leaast of your worries as bombs, transporters and dolls crop up to conspire against you. Smooth scrolling, simple graphics, this one requires planning to complete successfully.

SPECIALS

Original worlks that are simply unclassifiable feature in this section

★ ACE RATED 927 - SPECTRUM

ATF

Digital Intergration ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £12.95dk● Spectrum £8.95cs £13.95dk

Excellent combat/flight simulator that's a bit of a change for Digital Intergration, the simulation specialist. The emphasis is on solid action, the result being a sure-fire hit.
★ ACE RATED 956 - SPECTRUM

DARK SIDE

Incentive ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk● Spectrum £9.95cs £14.95dk

The second game using the Freescape programming system, which sets more of an arcade challenge. The 3-D graphics are again superb as are the tasks and puzzles.
★ ACE RATED 915 - AMSTRAD

ELITE

Firebird ● C64 £14.95cs £17.95dk ● Amstrad £12.95cs £14.95dk● Spectrum £14.95cs ● BBC £13.95cs £14.95dk (available from Superior software)

Still the best space trading game, Elite set a standard for other companies to follow. One of the first space games to use vector graphics, it's a shooting and trading effort set across several galaxies, with plenty of variety to the game play. You can trade legal goods in (relatively) safe systems, or run the gauntlet of pirates in the galaxies' danger spots with your hold full of contraband. Either way there's a nice line in zero-G dogfighting, and as big a task as you'll find anywhere.
★ ACE CLASSIC

INCREDIBLE SHRINKING SHPERE

Electric Dreams ● C64 £8.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Spectrum £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £24.99dk

A manic maze world where mass, size and inertia combine to provide wicked gameplay. Tricky puzzles and endless nasty obstacles will have you rolling around in delight.
★ ACE RATED 923 - C64

MAGANETRON

Firebird ● C64 £8.95cs £12.95dk ● Spectrum £8.95cs £12.95dk

Puzzles and action Steve Turner style. Save the world by dismantling eight satellites. Steal parts from enemy droids to upgrade your own droid and hopefully make your job a little easier. The ideal game for Quazatron fans lookingfor a similar, new challenge.
★ ACE RATED 904 - SPECTRUM

QUEDEX

Thalamus ● C64 £9.95cs £14.95dk

In this impressively challenging game you must steer a metallic ball through ten different screens of mazes, bonuses and obstacles, all within a set time limit. This simple game concept has a host of added features to make it particularly pleasing: you can carry over unused time to the next screen, for example, and tackle the different screens or 'planes' in any order you wish. Excellent graphics and utterly absorbing play.
★ ACE RATED 934 - C64

SPINDIZZY

Electric Dreams ● C64 £9.95cs £14.95dk ● Spectrum £9.95cs ● Amstrad £9.95cs £14.95 Disk

Tremendous stuff; steer your spinning top over tough obstacles and collect jewels, against a fiendish time limit. The game landscape is a vast system of catwalks, ramps, towers and trmapolines surrounded by lethel drops - and NO safety rails. Floor switches activiate lifts and bridge gspd, but tripping them in the right order can be harder than it looks. A few bad guys and a lot of nice touches, but the explorations the thing.
★ ACE CLASSIC

STARGLIDER II

Rainbird ● Atari ST £24.95dk ● Amiga £24.99dk

One of the finest examples of a game using vector graphics to their full advantage, gets the solid 3D treatment and comes out looking every bit a winner. You've got a large taske to complete and there's plenty of Egron's to destroy, making this combination of blasting and exploration that stands head above the competition.

★ **ACE RATED 927 - ST**

TAU CETI/ ACADEMY

CRL ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk ● Spectrum £9.95cs ● Atari ST £19.99dk ● Amiga £19.95

Flight simulator/shoot 'em up and its sequel which are both incredibly smooth and well put together. The attention to detail is imppeccable as you set off on hair-raising missions as a space cadet. In Academy you get to design your own space skimmer craft as well.

★ **ACE CLASSIC**

TOTAL ECLIPSE

Incentive ● C64 £9.95cs £12.95dk ● Amstrad £9.95cs £12.95dk ● Spectrum £9.95cs £14.95dk

The third game using the Freescape system is a bit of a departure from the first two, but it's still an incredible game. In total eclipse you're battling against time back in the 1930's trying to prevent the moon exploding. For arcade adventurers who love puzzles, the Freescape system is a godsend.

★ **ACE RATED 907 - AMSTRAD**

WIZBALL

OCEAN ● C64 £8.95cs £14.95dk ● Amstrad £8.95cs $12.95dk ● Spectrum £8.95cs £14.95dk

A compelling and original ball game in which you become Wizball and must set out to conquer the 'colour creatures' which are intent on eliminating the spectrum and rendering the landscape grey and drab. Controlling the Wizball is great fun and makes this one of the most playable games to have appeared for a long time.

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section

★ **ACE CLASSIC**

CHESS MASTER 2000

Electronic Arts ● C64 £9.95cs £14.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● IBM PC £24.95dk

Strongest chess game on the Amiga, with excellent graphics, 2D or 3D viewpoint, 12 levels of difficulty and all the playing options you could wish for. Plus some fairly nifty speech synthesis.

★ **ACE CLASSIC**

COLOSSUS CHESS 4

CDS ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk● Spectrum £9.95

Best bet for 8-bit machine owners, with a choice of 2D or 3D view, umpteen levels of difficulty, and a myriad options which enable you to play, watch, work out chess problems, etc against a fine computer opponent.

★ **ACE CLASSIC**

COLOSSUS MAH JONG

CDS ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk

Rummy-like oriental game of stratagy and chance. A tutor program and a short manual make this an easy to use and highly entertaining piece of software for veterans and novices alike..

★ **ACE RATED 937 - C64**

INFOGRAMES' BRIDGE

Infogrames ● Amstrad £12.95cs £15.95dk ● MSX £12.95

Graphically the best of all contract bridge simulations, with large playing cards depicted against a suitably green baize background. Plays a good game (for a computer, which after all is a bit short in the imangination and flair department), and features a wide range of options and bidding conventions which you can toggle of according to your style.

★ **ACE CLASSIC**

POWERPLAY

Arcana ● C64 £8.95cs £14.95dk ● Amstrad £8.95cs £14.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

If you want totry out your general knowledge, we reckon you'd be better off with this original and challenging combination of strategy game and quiz than with the admittedly monster selling Trivial Pursuits. Powerplay is graphically very pretty in its setting on Mount Olympus, home of the Gods.

★ **ACE RATED 935 - Amiga**

SCRABBLE

Leisure Genius ● C64 £12.95cs £14.95dk ● Amstrad £9.95cs £14.95 ● IBM PC £24.95dk

SThe hugely popular word game translated very successfully onto the micro. Fast, excellent display, and a suprisingly large vocabulary (even if it does include some strange looking words on some occasions). Good enough to give even strong human opponents a tough game at the higher levels.

★ **ACE CLASSIC**

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ACE DIARY JULY/AUGUST '89

6th July – ACE August issue on sale.

Don't miss this one! It's Issue 24 – our 2nd Anniversary number packed full of goodies, including a look at the Glorious Past of the Penny Arcade, and the Glorious Future.

7th July – Licence To Kill launched for ST and Amiga. Domark.

Timothy Dalton has kicked off a new style of Bond, but can Domark kick off a new style of Bond game with this latest release? Glimpses of early versions suggest an overhead view with lots of driving action, but will that be enough? Find out soon...

8th July – Wimbledon '89, Womens Finals.

As far as we know, this will take place in the real world and not on your micro. Switch off whatever you're playing and switch on the TV instead.

8th-16th July – Daily Express Lifestyle 2000 – 'A glimpse of tomorrow today', Olympia, London.

There aren't likely to be many computer games in this exhibition. Perhaps that's a good reason to attend. You know how continual addiction to blast-em-ups can ruin your health. If you don't, see your doctor and ask about Repetitive Strain Injury. By the time the year 2000 comes round, you could be ina real mess.

9th July – Wimbledon '89, Mens Finals.

Warning: make sure you are not planning to load up Ultima V on the afternoon of 9th July. You'll have to switch it off again when everyone demands you give up the TV so that the rest of the family can watch Becker plaster the opposition. Unless you've got a monitor, of course...

9th July – French Grand Prix, Le Casteller.

Put in a few practise laps in Ferrari Formula One first just to get you in the mood.

12th July – Licence to Kill launched for C64 and Spectrum.

You saw it on 16-bit on the 7th July. Now see it on 8-bit – and find out in the next issue of ACE how the two compared.

14th July - Rocket Ranger launched for ST. Cinemaware/Mirrorsoft.

Produced gasps of amazement when launched on Amiga. If the enormous amount of time it has taken to convert to the Atari is an indicator of quality then expect good things.

14-16th July- British Grand Prix, Silverstone.

Senna is the favourite but ACE's money is on Nigel Mansell to do the business in front of a home crowd.

17th-21st July - Film,Video,Sound Exhibition, Trade Only, Olympia.

Interesting combination of mediums - if you can somehow blag a ticket.

20th July - Indiana Jones - The Last Crusade. All versions launched. U.S. Gold.

Indy II seems to be put in the shade by Batman - but US Gold have their game out a long time before we will see the Caped Crusader on silicon.

20-23 July - British Golf Open, Troon, Scotland.

The ACE money is on reformed wild man Woosnan to take top honours.

25th July - Falcon Mission Disk launched for Amiga and ST. Spectrum Holobyte/Mirrorsoft.

Can Mirrorsoft really sell the same game twice and get away with it?

27th July - 1st August - England Vs Australia, 4th Test Match, Old Trafford.

By this time England might be three nil down. ACE predicts that by the time this one is over they will be four nil down. Bring back Boycott!

30th July - German Grand Prix.

ACE prediction - our Nige to do it again for England and Ferrari, eh?

1st August - Bank Holiday Scotland.

ACE Prediction - Silicon Glen drinks too much and tosses its caber.

4th August - ACE September issue on sale.

...in which you can check out next month's diary!

FREE PUBLICITY!

That's right – if you've got something going on that you think should feature in the ACE Diary, then let us know. We'll fit in as much as we can (subject matter permitting), so drop as details on a postcard at ACE Diary, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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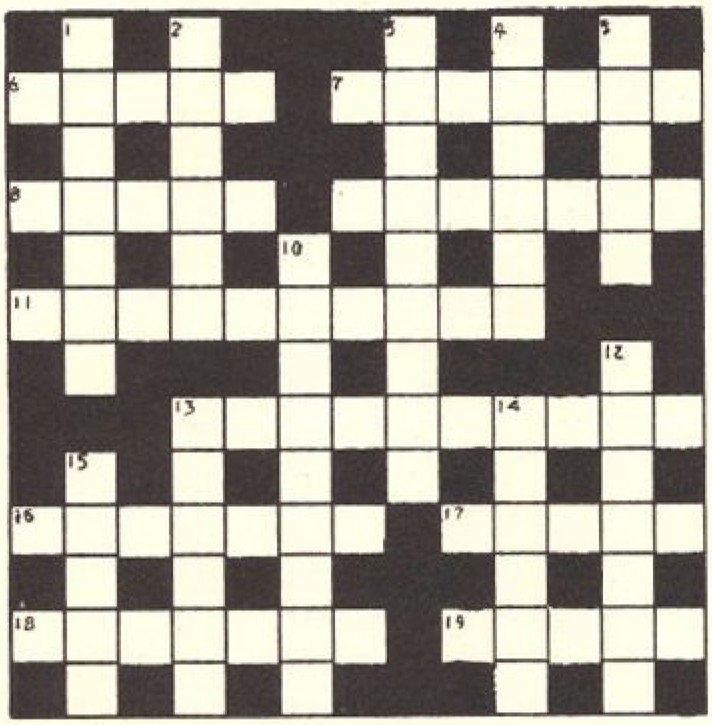

ACROSS

6. Virgin's first space game (5)
7. Game from Konami that goes down a storm (7)
8. On about ace performance of software house (5)
9. Enzo's Formula One game from Electronic Arts (7)
11. Moody noble programmed game for Psygnosis (5,5)
13. Trevor and Ian get excited about leading micro game from Rainbird (10)
16. Forecast pride will be crushed appearing before court (7)
17. Sly character in First Blood (5)
18. Dot sure to travel different routes to normal (7)
19. Terry first gets new suit on joining software house (5)

DOWN

1. Count on game from Ubisoft (7)
2. Lisa's first to join company in Graceland! (6)
3. Bony cried about Hewson's game (9)
4. Shout about her fruit (6)
5. Snake requiring firm support (5)
10. Clever bit of plastic (5,4)
12. Some Ubi game? No, it's from Origin Systems (7)
13. Dove is seen flying on cassettes (6)
14. Cariba poured over tongue (6)
15. Tell to tidy (5)

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MORE LOONY LISTS!

PETE CONNOR'S TOP NINE INTERNATIONAL LAGERS OF THE PAST TEN YEARS (not in order of merit)

1. Tecate (Mexico)
2. Steinlager (New Zealand)
3. Toohey's (Australia)
4. Tseng Tao (China)
5. Tatra (Poland)
6. Lowenbrau (West Germany)
7. Mahou (Spain)
8. Tiger (Singapore)
9. Sol (Mexico)

MARK PATTERSON'S TOP FIVE ROLE PLAYING GAMES

1. Wasteland (EA)
2. Bard's Tale II (EA)
3. Bard's Tale III (EA)
4. Ultima III (Origin)
5. Battletech (Infocom)

EUGENE LACEY'S TOP NINE GARDEN PLANTS

1. Lobelia
2. Clematis
3. Alysum
4. Honeysuckle
5. Passion flower
6. Russian Vine
7. Rhododendron
8. Fuschia
9. Tobacco plant

STEVE COOKE'S TOP TEN INDIAN DISHES

1. Chicken Jal Freezi
2. Beef Madras (from the takeaway in the Camberwell New Road)
3. Bel Puri (vegetarian)
4. Boiled rice
5. Kulcha nan
6. Bharfi (sweet)
7. Matar Panir (chick peas etc.)
8. Karai Ghosth
9. Bhindi bhaji
10. Sag Aloo (spinach and potatoes)

TONY DILLON'S TOP TEN HEAVY METAL BANDS

1. Def Leppard
2. Wasp
3. Cinderella
4. Skid Row
5. Dare
6. Iron Maiden
7. Bon Jovi
8. Kiss
9. Scorpions
10. Megadeth

GARY WILLIAMS' LEAGUE CHAMPIONSHIP-WINNING (IN THE LAST MINUTE OF THE MATCH)TOP FOURTEEN ARSENAL PLAYERS OF THE PAST 20 YEARS

1. George Graham
2. Charlie George
3. Liam Brady
4. Malcolm Macdonald
5. David Rocastle
6. Kenny Sansom
7. Frank McLintock
8. Pat Jennings
9. David O'Leary
10. Charlie Nicholas
11. Paul Davis
12. George Armstrong
13. John Radford
14. Michael Thomas

CINEMAWARE BITE BACK

In the June issue of ACE we gave Cinemaware's Lords of the Rising Sun a bit of wigging. Reviewer Bob Wade made the not unfamiliar complaint about Cinemaware products that the graphics were brilliant, but merely served to obscure the fact that there was no game underneath. Cinemaware felt so strongly about the review that we've offered the games's programmer a chance to hit back...

Dear ACE...

I am writing this letter in response to your review of Lords of the Rising Sun in the June issue. Since I am the programmer of that game I am compelled to address the claims made about it.

First, let me correct a few inaccuracies:

1) You stated that "there isn't much music". There are 19 original pieces of professionally composed music in the game. From your statement it is hard to believe that you actually played the game.

2) You mention that the outcome of battles "depends more on numbers and strength than on any tactical decisions." Numbers and strength are only two of the factors involved in determining the outcome. The other factors are sword skill, bow skill, leadership and exactly how the men are manipulated. With practice at using both the attract and repel buttons on the mouse a player can: split his army into multiple groups, surround an opposing army, use decoys to attract the enemy samurai into the line of fire from his archers, and tailor his strategy using the strengths of his men against the weaknesses of the enemy,

3) Regarding the use of joystick or keyboard for the siege sequence, there are two main reasons for choosing the mouse. First, and most importantly, the mouse has two buttons which allow for simultaneous control of both arrow releases and sword swings. Secondly, since the mouse controls all other aspects of the game play, I felt it would be annoying for the player to switch between various input devices.

In response to your editorial in the "Great Graphics, Shame About..." box, you advocate using a single programmer to develop an entire game, including music and graphics. Should we then return to "good old days, bad old days" of silent motion pictures and black and white televisions to take advantage of state-of-the-art audio-visual technology? At Cinemaware we believe in using a team of talented professionals (designer, artist, programmer, musician) in order to create a product that is outstanding in every area.

Perhaps the reviewer should consider a career change to programming. If he feels the gameplay "could quite easily be reproduced on a Spectrum in one load" he should do so and we would be more than happy to publish it. Disk swapping is indeed necessary since the two game disks come packed with over 4 million bytes of graphics, music and sound effects, not to mention 48 castle floorplans representing another 14 million bytes of graphics. Lords of the Rising Sun is an extremely complex game composed of very detailed strategy elements and 5 arcade sequences, each one exhibiting unique gameplay features never before seen in a computer wargame.

Even though I am very displeased with the reception Lords of the Rising Sun received from your magazine, I am grateful for the opportunity to express my opinion.

David Todd
Vice President, Research and Development,
Cinemaware Corporation

Steve Cooke, editor, comments:

David Todd has raised an important question for all games players and producers at a time when we're having increased technical resources made available to us every day. Although Bob has now moved on to another magazine, I know he'd agree me with me about the following:

First, the question of gameplay quality has nothing to do with how many million bytes of graphics, sound or music is packed onto a disk, nor with how many arcade sequences there are – or even how unique the program features may be. It's a highly subjective quality that simply determines how much fun you get out of a product and for how long. When you hit the nail on the head, you get a product like Super Mario Bros on the Nintendo – or even the original single-screen Pacman. When you don't , you get a turkey, no matter how 'state-of-the-art' it is.

It's for this reason that Bob made the perfectly valid point about reproducing gameplay on a Spectrum, a point that makes it clear that gameplay has a limited association with technological refinement. All technology can do is make a good idea better – it's the cranberry sauce, not the turkey. Look at Breakout and chart its development into Arkanoid and Addictaball for a good example of what more RAM and better screen-handling can do for a good game idea with strong gameplay elements.

Now ask yourself how interesting Breakout would be without the ball – and how much better that ball-less Breakout would be with 1000 screens of dazzling 16-bit graphics and sampled sound. No better at all, methinks.

Finally, David seems to be under a misunderstanding about the article in question. Nowhere does it suggest that we should 'go back to the good old, bad old days' when one person did all the work. Heavens forbid. What it actually says is that Lords of the Rising Sun would have benefitted from a situation where software houses 'will be spending as much on the gameplay designers as they will on the rest of the development team'. By spending more on the development of gameplay ideas and mechanics, as opposed to the proliferation of graphics and sound features, we can ensure that we'll all benefit from the new technology we now have access to.

DIGITAL PASSION - A PINK DRAMA IN TWO PARTS

It was 6.30am when Norbert spotted the End-Of-Level guardian on level 404 and prepared himself for another orgy of destruction in the peaceful pixellated glades of Planet Dominoid. He was supremely confident, having just received an extra bonus life to add the 322 he already had and picked up a dozen extra nuclear dispersal weapons on the previous screen.

"Gotcha, alien scum," breathed Norbert heavily, reminding himself in the process that he hadn't brushed his teeth for the last six years. Sliding his sweaty finger over the fire button he held his breath, partly out of excitement but partly also because of the smell, and hunkered down into his chair, his large belly quivering with greedy anticipation.

The End Of Level guardian sighed with resignation. Although an inanimate collection of pixels, it knew enough about life to realise that Norbert was probably unstoppable and that there was nothing to prevent the beastly little cretin wiping him out in a particularly humiliating fashion. Smorgon (at least that was the name he had been given in the packaging – absurd, really, since his real name was Henry) loosed off a few token missiles and began to dance pathetically up and down the screen, not because he wanted to, but because that was what the game code demanded.

Norbert intuitively sensed this lack of commitment on the part of Smorgon/Henry. Glimpsing an easy victory, he began to giggle insanely with excitement and a ghastly, gaptoothed grin spread across his ape-like features. His spots literally popping with excitement, the Fat One thrust one sausage-like finger down on the S key, arming the Smart Slapper Armageddon Device, and prepared himself for inglorious combat.

And then it happened...

Perhaps out of sympathy for Smorgon/Henry, the disk drive on the Nintega began making hideous klunking noises. The image of the screen first inverted itself, then flickered sickeningly between green and purple, and finally died away to an obstinate black. Silence. Irrevocable System Error. End of Game. Disaster...

Norbert sat there speechless with horror. He couldn't give a damn about the drive, but he hadn't saved his Hi-Score. Even worse, Smorgon had escaped unharmed. In a blind fit of impotent fury, he squirmed round in his chair, seized the offending drive and attempted to extract the disk. Having succeeded in removing this blameless item, which was then hurled to the far side of the room, he thrust his pink porkie into the slot to force back the dust cover and peek inside. A sharp electric stab of pain ran up his arm and at the same time he felt something not unlike a tiny pair of toothed jaws clamp down on his finger. Screaming with rage he struggled desperately to extricate the offending pinkie and, succeeding only just, was horrified to see that the tip had turned a dark brown, not unlike the colour of magnetic tape. At this, the little moron thrust his fat form from the chair and ran whimpering with shock to find his mother.

Mother Norbert examined her son's hand in consternation. Seeing the stained finger, she suggested that he had probably burnt it in the drive and gave the tip an encouraging (but painful) squeeze. This was apparently a mistake. Mumsie, her fingers making contact with the stained digit, stiffened suddenly and began to shake convulsively. Her eyes glazing over, she jerked up bolt upright.

"Unable to read disk sector...Unable to read disk sector..." chanted Mumsie in a mechanical voice. Norbert jerked his finger away, whereupon his beloved mater immediately looked herself again. Well, almost herself. She had a somewhat distracted look, and Norbert watched in consternation as she slowly span around to gaze rapturously at the electric toaster. "You're...beautiful..." she whispered in a tremulous voice....

● *Next month: Love and Passion in the Modern Kitchen*

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LIFE AND DEATH

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Do you really want to be a doctor when you grow up? do you really want to wield a scalpel with the toughest of them? Do you sincerely want to wear a pair of rubber gloves and a face mask when you go to work?

Even if you can't answer Yes to any of these questions you should still to win yourself one of the five copies of Life and Death that we're giving away in conjunction with Mindscape: it's gory good fun that could teach you a thing or two about hospital life.......

Remember the old TV program *Your Life in their Hands?* The one where you could get a close up view of some stomach-churning surgery every week? Well now, thanks to the wonder of the personal computer, you can simulate the very experience from the comfort of your armchair. Software Toolworks' *Life and Death* allows you to play the role of surgeon in a number of different operations. The detail is so fine that if you don't administer the right anaesthetic, then the patient will experience – well, let's just say a certain amount of pain. Yes, pretty soon every computer owner is going to be a walking encyclopaedia of medical knowledge thanks to this revolutionary program.

To get you in the mood to operate, see if you can give us the correct medical terms for the following operations. The first five correct entries to reach ACE will receive a free copy of the game. All entries should be on a postcard with your own name, address, telephone number and computer owned. They should be sent to **ACE Mad Surgeon Compo, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Entries should arrive no later than August 15th.

THE MAD SURGEON QUESTIONS

1. Removal of part of the brain. (Clue – ACE's Advertisement Manager has had this done).
2. Cutting a hole in the windpipe.
3. Putting a fibre optic tube inside you for investigatory reasons
4. Removal of part of the skull – replacing it with a metal plate.
5. Removal of the appendix.

WINNERS

GOOD 'OL US GOLD COMPO

Believe it or not we and USG both want to give away as much stuff as possible to the thirty lucky readers who put down the answers A, B and C – the answer to all of them was, of course, US Gold.

Much to our shock and horror someone did actually get the answers wrong (though we won't print their name). Still, the first thirty to get the right answers are: Andrew Triggs, Croydon; Simon Hunter, Surrey; David Couldwell, Sheffield; Steven Hargrave, Wimborne; C D Long, Bedfont; Raymond Dumasia, Suffolk; D G Robson, Buxton; Brett Stansfield, Otly; Andrew Finlayson, Blackpool; Mr Kirk Ruebotham, Runcorn; A C Duck, Preston; Richard, Mid Glamorghan; Mr John Archer, Ashborne; Mr J Pryce, Shropshire; P M Rawlings, Milton Keynes; Rachel Bush, Norfolk; Jon Keith, Okehampton; R Bardsley, Cheshire;Richard Ormson, Bury; Anne Mirjam Maczewski, W Germany; Dick Cook, Enfield; Neil Bache, Stourbridge; Dean Murphy, Luton; Mark Shaw, Cannock; Luke Bryant, Wolverly; David Kendall Peterborough; Sophie Sharp, Preston; Timothy Leonard, N Yorks; Mike Jones, Hinckley; Sajid Shafiq, Lancs; Chris McDonald, Ickenham.

These fortunate folk will be recieving the US Gold goodies (the Editors' decision is final as to precisely what you get) very soon now, if indeed they haven't had them already.

SEGA SYSTEM COMPO

Mastertronic's generous donation of a Sega system complete with add-ons made for one heck of a lot of entries. But there could only be one first prize winner, and that's Peter Bisby from Manchester. Peter – your system will be in the post pronto. The second prize was a trendy Virgin tracksuit and bag along with a goody pack. That goes to the henceforth stylishly dressed (if he isn't already) Mr. R W Carter from Coventry.

Five runners-up prizes of Virgin goody bags now go to; Duncan Sinclair, Cambs.; R Holding, Baunton; Jason Foster, Hopwood; Mr P Blake, Farnborough; John Edgar, Durham.

HAND-HELD DESIRES

You've heard all about the new hand-held games machines from Atari and Nintendo – but apart form California Games, what's going to be on them? We've come up with a few suggestions for games we'd like to play on the train.....

VIRUS Should work well on the Atari with its excellent 3D capabilities.

ELITE Work out your trading strategy – do the blasting when you get home.

STARGLIDER II Get even with the Egrons. Use your travel time to thwart their plans rather than just blasting them as it is tempting to do on Amiga and ST.

MERCENARY Vector graphics should work well on either Game Boy or the APCES.

R-TYPE Will you ever clock it? The correct flight paths are more or less the same whatever machine you play it on.

CHESS, SCRABBLE, MONOPOLY These classic games are ideally suited to the hand helds.

LAST NINJA I and II Arcade adventures are the ideal train entertainment. What better examples than these System 3 classics?

FALCON You might have to strain your eyes a bit but the APCES's speed and 3D capacity should make it play very well.

PACMANIA Simple but incredibly addictive arcade entertainment. Watch the miles and hours fly by.

TETRIS II OK, so it hasn't been launched yet – but when it is it will be ideally suited to the hand helds.

DOUBLE DRAGON Intelligent beat 'em up. Should gobble up a good few commuting hours.

ARKANOID, and ARKANOID – THE REVENGE OF DOH Mindless arcade fun. Perfect for the train – especially when you've had a couple of British Rail sandwiches and a few cans of superlager,

SPACE INVADERS, SCRAMBLE, ASTEROIDS AND DEFENDER The basic playability of these timeless classics – combined with their graphical simplicity make them ideal for the hand helds.

UNIVERSAL MILITARY SIMULATOR Superb war game using relatively simple graphics. Should convert well to the hand helds.

MANIC MINER, JET SET WILLY Platform classics you probably won't remember unless you're over 16 (at least). They werenon too easy – but see if you can clock 'em before your journey's end.

DALEKS A Macintosh game that would be a piece of cake to get on a hand held (you could probably get it on a ZX80) – but one that packs a powerful punch of addictiveness.

Steve Cooke's 'The game I would take on a long journey to play on my hand held if I could only take one game, game' – **PACMAN**

Pete Connor's 'game I wold take etc. etc.' – **SNAPPER** (Pacman clone for the Beeb that PC says is 'brill', 'super' etc. etc).

Mark Patterson's train game – **WASTELAND** (RPG "with some superb violence").

Eugene Lacey's game – **3D TETRIS**. (Copyright. Eugene Lacey).

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Amstrad CPC 464, green monitor, hoystick, modulator, mags, Programming Book + over 150 games including Robocop, R-Type, Operation Wolf. Total value £928, sell for £450. Phone Paul: (051) 708 8461.

Nintendo control deck with control pads and games worth over £185, including Legend of Zelda, Metroid and Mike Tyson Punch Out. Boxed, will sell for £150. Phone: 01-394-1141, after 6pm.

CBM 64 keyboard, cassette recorder, joystick, £200 worth of games all in good condition. All for £260. Phone Murat Hall on: 701-1908, between 6pm and 9pm.

Nintendo, control deck, Robot,

Light Gun, plus four games, Super Mario Bros, Gyromite Duck Hunt, Castlevana. Worth £220, sell for £175. Phone 0283-216798, after 4.30pm weekend.

C64, disc drive, Datasette, Disc Box, Mouse and Cheese, Freeze Frame, Speech 64, Light Pen and £450 software. Excellent condition, £400. Telephone: (0263) 860477.

C64, 1541 drive, fitted Dolphin Dos, C2N, Modem, Neos-mouse, Expert Cartridge, Freeze-Framell, Currah-Speech, loads of software on disk. £350 the lot! Phone: (0279) 21000 - Paul.

C64 data recorder, joystick, mags. Excellent condition, over £500 worth of software, including 40 gold medals and sizzlers. All originals, worth over £590, sell for £199. Phone: 04612 3924.

Atari ST games for sale: Virus, Elite, Operation Wolf, Speed Ball, Flight SimulatorII, North Star Street, Fighter, Bobble Bubble. Phone: 01-524-2756 - evening and weekends, and ask for Adam.

Casio CZ5000 Mega Synth, 16 Note Poly, Multi Timbral, 8 track sequencer, keyboard split and layer! Pitch bend + mod wheels, full sized 5 octave keyboard, boxed, £450!! (0763) 241865.

Atari 520 ATFM, 1 Meg Drive, 5 months old, 2 joysticks, summer puck,16 Top Games, eg, Falcon, Dungeon Master. £300 ono. Phone Mike: Pentridge (07857) 4836, after 6pm.

Atari 520 STFM, boxed as new, 2 months old, 1 meg internal drive, mouse manuals, £400+ of games, disk box, Cheatah, Mach 1 joystick, mags. Perfect condition. Only £330. Phone: Wantage 2240.

Ideal starter pack! Amsttad CPC 464 + disc drive 128K loads-a-software on disc manuals, still boxed, worth £1500, sell for £650. Phone James on: (025) 672-2239, between 6-9pm.

CBM 64, 1541C disk drive, MPS 801 printer, plotter, Simons Basic Cart, Expert, Action Replay Carts. 300 disk games, joystick, books, mags. VGC. £250 ono. Phone John: 041 634 1150, after 7pm.

Atari 520 ST with 14 games included: Speedball, Ballistoe, Batman, Double Dragon, XENON, Mouse, Disc Box, 4 months old still boxed and guaranteed only £360 ono. Phone: 743-9139.

Amiga A500 plus ALL the bits, plus £500 software. 6 months guarantee, condition as new. Want £500 to pay off the overdraft. Phone Phil: (082921) 508 (evenings).

Back copies of Ace!!! Issues 1-17 should be £25, settle for £15!!! Including postage, will seperate write to Michael: 4 Camden Street, Nelson, Lancashire. BB9 0BL.

CMB 128, Datasette, 1570 Disk Drive, over £400 worth of software, Joyball, Excellent condition, sell for £300. Contact: 0334 76599, after 6pm and ask for Derek or Paul.

Commodore 64, Disk Drive, Freeze Frame, Load-it Datasette, £400 worth of software, books, 50 magazines. Worth £900, will sell for £350 ono. Phone 021-449-5093 after 4pm and ask for Leon.

C64, Datarecorder, music synthesizer, human speech unit, 2 joysticks, plus over £380 of games, magazines and utilities, suitable for games player and buisinessman alike. System cost over £800 originally. Will accept £200 ono. PhoneL (0204) 655761.

Amstrad 6128 Disc Drive, colour monitor, disc box, DMP 3160 printer, games inc. OP Wolf, Cyberniod 2 Leads. Immaculate condition with box and manuals, wants only £360 ono. Phone: (0604) 494442.

3 1/2 Double sided double density disks from as little as 68p per disk (All including p&p). Enquiries to John, phone: Castleford (0977) 551408.

Spectrum plus £150 of hardware including multiface and speech synthesizer £250 of original software, also cassette recorder. Worth £600 lot. Will sell for £250. Phone: 05546-4202 ask for Simon.

Atari 520 STFM, complete with m/c tuition book, Devapac 2. Also games including: Hitch Hikers, Oids Corruption and others. Dust cover, mouse mat and joystick. Imaculate condition. £300 ono. (0732) 840021, evenings.

BBC Micro Model B complete with leads, joystick, dust cover, manual mags, software, mint condition. Buyer collects, offers over £150. Phone Hull (0482) 820220, after 6.30pm and ask for Keith.

Sega System, excellent condition with 15 games including: R Type, Out Run, Shinobi + 2 joysticks, woth £440-BARGAIN for £220. Phone very quickly: 954 0729 for details, only AFTER 6pm.

Aladin Macintosh Emulator, new registered and version three sume software £150. Rums included: 01-658-2335, also will swap ABM XT value £500+ for related Amiga Accs. ie, Genlock Tablets.

Amstrad 464, colour monitor, Quickshor Turbo 2, joystick, manual,over £300 worth games including Captain Blood, War in Middle Earth, Supreme Challenge. £290 the Lot!! Phone: 01-204-2833.

Atari 520 STFM with Cumana 1 Megabyte, External Disc Drive, Mouse, Joysticks, Magazines, and over £1000 worth of games, including Stos, Barbarian 2, R-Type, Batman, Speedball. Only £460. Phone: (0388) 833667.

ARGGGH! DEAD FISH! Now've got yer attention, really cheap Amiga Originals for sale, Speedball, Street Fighter, Roadware, Interceptor, Menace, Sentinel, Leatherneck, Starglider II, only £10 each. Phone Nigel on 061-494-8837.

Atari 520 STM, 1 Meg Drive, Multiface ST, (all boxed), Dust Covers, Mouse Mat, Over £500 original software, incluing 1st Word plus V3.14 and Super Hank-On. Only £375. Phone: (0582) 507696.

ST Originals, Road blasters, Human Killing Machine, Barbarian, Academy, Warlocks Quest, Mercenary, Vampires Empire, Spidertronic, Crazy Cars, Disk 15, £10 each: Goldrunner, Workhawk, £5 each or lot £90 ono. Ring Rich on: 0245 269174.

Atari ST software for sale also swap or buy very latest £2.50 to £10. All original, PO Box bg 2980AD, Ridderkerk, Holland.

Amstrad CPC 464, Green Monitor, £95 software, Turbo II, joystick, £100 Sony Walkman, Excellen Condition, Real Price £410, Bargain £300. Phone: 061-980-6327, after 7.30pm.

Philips CM8833 /colour Monitor, eight months okd £185. Phone: 0628 22089.

Atari STFM £200 ono. Also many games including: Batman, Pacmania, Operation Wolf, £8 ono each, also Sega Games £10 ono. Glases £20 and Gun £25. Phone: 01-472-9142. Ask for Jason.

Sega M/S with 11 games, light phaser, control stick, 2 control pads, still boxed will sell to any offers around, £150. Phone Chester (0244) 372982 at anytime.

Amstrad 464 Recognised as the best of the 8-bit empire, reaching into the 1990's the CPC is the ultiment in 8-bit entertainment, £250 ono. Ring 0272 62879, NOW for details.

Spectrum +2, excellent condition. Pining for a good home. Comes with printer, £700+ of software, two cheetah joysticks, switchable, interface, loadsa mags, manual. Worth £900 sell for £300 ono. Phone (0382) 833768.

Amiga 500, Mouse, Manuals etc. Top games including Ferrari Fromula 1, Lonbard Rac Rally. All under 4 months old. Phone (0454) 312135 after 7pm, and make an offer now.

Atari STFM (520) for sale, 10 months old, as new, plus 23 games inc. Dungeon Master, Power Drome, BAAL. Price £300. Phone Andy: Swindon (0793) 770493.

Atari STFM immaculate condition + Cumana IMB Esternal + many games, including: Falcon, R-Type, STOS, Dungeon Master, etc. £700, new, sell for £375 ono. Phone /steven: (0689) 33089 (Orpington, Kent). Quick Sale.

Atari 8-Bit cassette games, including "Bruce Lee", "Spot the Ball", "Spy Hunter", "Smash Hits 1-294", "Living Daylights", "Fort Apocalyve", "Rescue on Fractalus". £5 each, 5 x £20. Also "Conversational Spanish" course. Ring: 0244-381645.

CMB 64 for sale, includes Midi Interface, over £300 software, Datasette, Final Cartridge 3, Music Keyboard Overlay, 50 mags, and 10 manuals. The Price £180. Phone: Leeds (0532) 852530.

CMB 64 C2N Unit over 100 games sone recent titles, 1 joystick, bargain at £120. Phone: 0492 60 293 after 6pm, ask for Jez.

Atari 1040 STFM, Commodore 10845 Monitor, Olivette DM200 printer for sale with Approx 130 original games, with Joystick and other accesories. Offer around £1000 accepted. Phone: (0473) 221989, after 6pm.

CBM128, 1571 Disk Drive, joystick, over K200's of software + over £60 of books + CPM, manuals and leads. Only £400. Phone Paul on: 0582 004787. Excellent condition and with boxes.

Sega system, light phaser (+ 4 games) all boxed, good condition. 17 top games, joystick, control pads, magazines. Worth £500 will sell for a bargain £325, ring Paul after 6pm: 01-965-1465.

Sega master system with light phaser and over £250 worth of games with titles like After Burner, Out Run and even Double Dragon all for £180. Phone: (0792) 362280.

Amstrad CPC 464, colour monitor, light pen, manual and over 100 games. Sell for £200 or less. Write for details: David, 40 Okd Farleigh Road, Selsdon, South Croydon, CR2 8PE.

Amstrad 6128, Green monitor, manu tapes, disks, games, art program, mouse, joystick, word processor program, tape recorder, multiface (disk copier), under guarantee, worth over £550, accept £260. Phone: Bedford 855174.

Great Bargain. Amstrad CPC 464, external drive, colour monitor, £300 of software worth £850 sell for £350 ono. Phone Mark on: 0707 332870 of write to him: 8 Whitethorn Road, Welwyn Garden City, Herts.

Amstrad 6128, Colour Monitor, Disc Drive, cassette recorder, 2 joysticks, £250 software. Games, Devapac, Advanced Art Studio M/Code, books, T.V. tuner, Ace, Games Machine Mags. £425. Call Phil: 0494 782298.

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Bargain 128 Spectrum +2 joystick snapshot 2, still boxed, 1 year old, over £300 of software, top titles. £210. Ring: 021 478-0953.

Amiga software: Operation Wolf, F18 Interceptor, Formula 1, Garrison, £12 each, Cal games, XENON, Deluxe Paint, Instant Music £10 eack. King Chicago, Rocket Ranger, Sinbad, £15 each. Phone: 0322 64273.

CBM 64C (Condition: virtually new) Datasette, Neos Mouse, 2 joysticks, magazines, Loads of games. Worth £500 sell for £250 will swop for Amiga with Modulator. Contact Waiyu after 5pm. Phone: (0454) 324405.

C64 £90 Datasette, lots of new games and joystick. Phone: Slough (0753) 682659.

Electron, Plus One. Interface (Tom Cartridges, printer buffer), Expansion Fom 2.0, Slogger Joystick Interface, Acorn Cassette Recorder, £400 plus of games inc. Elite Version 2, only £110 ono. Phone: 01-398 2542, after 6pm.

BRAND NEW! ST Amiga Spectrom + C64 games for sale, all at clearance prices, half price and under, send SAE: 21 Reens Crescent, Heamoor, Penzance, Cornwall, TR18 3HW. Blank 3 1/2 inch disks available £1.25 each.

Amiga 500 under guarantee, plus £200 games plus modulator and joysticks, all manuals and leads sell £400. Phone: (0279) 64054, after 6pm, and ask for Jon.

Amstrad CPC 464 with colour monitor over £300 original games, Taract, Renegade, Elite, Victory Road AD+D. 2 Years old with mags worth £600. Sell for £300. Phone James: Wakefield (0924) 362271.

Casio CZ 230S synth 100 voices, 20 rhythms Midi Compatable, P.S.U. £95. Carr-Extra. Seon Smyth "De Porred", 67 East Princes Street, Helenbsburgh. G847DG, Strathclyde. 0436 71181.

C64c, Data Casset, Mouse, 50 games inc. incroud, After Burner, Out Run, IK+ and Test Drive. £150, Phone: 01-859-2417.

C64, boxed, slim Line Key Board. £600 worth of software. Sell £240. Also Sega System + 9 games. Boxed, sell £160. Write to: 4B Currents Lane, Harwich, Essex, CO12 3DE.

Atari SFTM, boxed, £450 worth of software, inc: "Gunship", "Degas Flite", "Falcon". All cost £750, sell for £280, BARGAIN. Write to: 4B Currents Lane, Hawich, Essex. CO12 3DE.

Atari STFM 1MB Drive, Mouse, Joysticks. Over £100 originals s/w incl. Falcon, Out Run, Buggy Boy. Sell for £300 ono. Ring: 0730 66021.

Spectrum 128K +2, Monitor, Joystick, Programing Books, £70+ magazines AND £250+ worth software. Excellent condition, Great Bargain, only £249. Phone Julian on : Cowbridge (04463) 4520, after 4pm, week days.

Amstrad originals on cassette plus loads of magazines includes, Out Run, Konami Arcade Collection, Gryzor, Arkanoid, Renegade etc. Worth £200 will sell for £70 ono. Will not split. Phone: 04-574-68598.

Atari STFM two disk drives, joysticks, mouse extention leads, disk box manuals etc. Excellent condition, still boxed, worth £800, sell for £325 ono. Phone: 021 657 6182, after 4.30pm.

Canon PJ-1080A. Colour ink-jet printer, for Amiga or AT Mint. £400 ono. Call 01-452-5382 after 7pm, ask for Flat 2.

BBC B Cassette games for sale, Jetset Willy, Vegas Jackpot, Frankensteins Killer Gorilla, Darcdeins Dennis, £4 each or 5 for £15. Phone Ross on (0580) 200422, Sunday or school holidays.

Sega System with 13 games and light phaser all in full working order plus all packing worth £335 will sell for £150, please phone 0460 75356 and ask for Christopher.

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CMB 64, Typedecks, 5 Joysticks, Paddles, over 700 games with Alphabetic Log. Issues of Zzap from number 4. Collectors items!!! All this and more. Only £275 ono. Phone Sy on (0493) 780356.

Amstrad CPC 664 Built in disk drive, colour monitor 64K, Light Pen, Speech Synthesizer, Multiface II, Tape deck, Joystick, many games utilities (mini office II), books etc. Mint condition. 01-868-6428, Harrow area.

Japanese Nintendo for sale withh 100 games to back it up. Phone for details. Sequ System with 9 games, £140. Phone Perv, 0602 299435.

Amiga A500, 1 Meg memory, 1084 colour stereo monitor, TV modulator, joysticks, mouse, mat, dust cover, over £350 software including: Falcon, Dragon's Lair, etc. Sell £750 ono. Phone Adam on: 0460 72178.

Commodore 64 with joysticks, back-up cartridge, datasettes and 275 games! Including Robocop, Savage, Bomvuzab Barbarian II, Hankeye, Seuok. Worth over £1400, BUT selling £399! Phone Sam: 01-328-1402.

Atari St games £4-£10. Phone or send SAE for list: 01-363-9031, 21 Herrongate Close, Enfield, Middx. EN1 3BN. (All games are originals.)

Sega Super System with light phaser, 3-D glasses, repid five unit, 11 games, two controllers. Excellent condition worth over £400 wukk sekk fir £200. Stephen on 845-6870, after 6pm.

Atari ST £300 + games inc. HKM, Lombard Rally, Thunder Blade, Operation Wolf, Joy, £35 + mags, VGC, only £370. Phone: Romford (0708) 765167 after 4pm. Ask for Paul, wil swap for Amiga.

File recovery utility, plus other file utility for CPC6128 only, write to: D J Marchant, Pentre Bacu, Uanael, Haearon, Caernarfow, Gwynedd. LL54 5BE for details.

Atari ST520FM plus two joysticks, mouse, diskbox, dust cover, back issues from issue one of Ace also £300 worth of games. Bargain at £260. Phone (0272) 560708 at weekends, ask for Simon.

Amiga Music/samples (IFF). Better than PD!! Disc 1, Dire Straits/Jarre, Disc 2, Various. No music program required. £4 each. Cheques to R Amis, 48 Pear Tree Lane, Gillingham, Kent. ME7.

Amstrad 464 Mono Monitor Modulator £40 of mags, booklets, joystick. £1000 of software inc. Robocop, Lemans, After Burner. Great Prices £500, save £900. Ring Tom on 01-675-6371, after 4pm.

48K Spectrum Bold with Kempston Interface, about 30 games, £40. Also ST Bold Multiface for sale with disk organiser, retails at £59.95, acept £40. Gary, 17 Drumdult Park, Ballymoney, Co Antrim, Northern Ireland. BT53 6NG.

Atari 520STFM. Excellent condition, includes mouse, joystick + 10 games/utilities. Only £220 or nearest offer. Phone Richard on (0709) 864186.

PC Engine PAL1 UK System, The Ultimate GAmes Machine. Boxed, as new with R-Type 1 and Drunken Master. Ready to run. Worth £280 a bargain at £200. Phone: 0278 683858 - Ben.

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Sega System. Phaser + new control stick and 16 games including: Bambo 3, Double Dragon. Excellent condition worth over £460. Will sell for £230 ono. Phone Toby (1473) 327100, Holbrook.

Amiga P.D. Disks from £2.50, Quarterly mag. For more details send SAE to: Amiga PD, 161 Northumberland Avenue, Bury, St

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STOP! Spectrum 128K, £500 worth of very good games, Data Recorder, Joystick, Double Interface. Offers at £175 ono. Will consider lower offers, will sell separately. Ring: 01-603-4261, ask for Oliver.

CBM 64, Only 1 year old. Lots of games. In Excellent condition, Cheetah Joystick. Phone: Windsor 866661, £125 ono.

Amiga B2000 IBM Bridge Board, two 3 1/2 drives, one 5 1/2 drive, colour monitor, High Res. Will swap with Apple Mac+ or any part. Phone: 0405 5097 or 0532 732442, Malik.

Spectrum+3 with built-in drive or Amstrad CPC 464 with buitl-in data recorder + MP2 modulator and PSU + software. £125 each. Excellent working conditions. After 4pm, Phone: (021) 326 8002.

Amiga 500 +10845 2nd disk drive AMAS Midi sampler TU.MOD D.Paint, D.Video, D.Music Sonix +£600 of software+ 2D disk's. £700. Ring Alan on 387-7623, after6.30pm.

BON 20 Blite (CPC404) £8, AMS20L disk box £6, 2 x CF2 3inch disks £4, magazines-ACE issues 19,20 and21, A.C.U issues March, April, May, June all £1, Brand new ACE disk organiser £5, records Madonna - The First Album, and Who's That Girl, AHA - Hunting High and Low and Scoundrel Days, The Joshua Traa, actually, Faith, Turn Back the Clock, Go West, The Final! and hits of The 50's. Everthing mint condition. To order:1 Make aheque/PO payable to Mrs E Cannon, 2 Send to 73 Jubilee Road, New Tredefar, Gwent, S. Wales. NA2 6PD. 3 include - name, address and telephone number.

Sega System +7 games, light phaser, control stick, all brand new and under guarantee. £100. Phone: Dave (031) 332 4681 after 6pm.

Amiga A500, joystick, 50+ latest games (including B/Hawks; Populous, Grand Monster, Siam etc). All in excellent condition. £330. Phone Dave (031) 332 4618, after 6pm.

Sega games, 7 games, all boxed, After Burner, Gdvellius, Fantasy Zone 2, World Soccer, Global Defence, Kung-Fu Kid, Wonder Boy in Monster Land. Phew! Phone Mark Rayleigh, 781096, after 6pm. Each £10 ono.

Spectrum games for sale. Wide ranging selection of original titles in excellent condition. Send SAE to Ian Birdsey, 28 Everett Road, Withington, Manchester, M20 9DZ, for full list. CHEERS!

Atari ATFM 1040 + SEVEN top games + joystick + mouse £350 ono. Phone: St Albans (0727) 21589, after 6pm.

Comodore 128 joystick 1571 dick drive, datarecorder, £700 worth of games all boxed. $=£350 ono. Phone: Tyne Side 4878227.

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C64 disk drive, printer, monitor, freeze machine, datacassette, mouse, cheese, 50 blank disck, over 200 games, £300 ono. Also Intellivision console with equipment, worth £500, £100 ono. Phone: (073522) 3479.

Atari 520, STFM with mouse, dustcover, manuals, software, fome great games sell for £450 ono and will throw in Spectrum 128K+2 and games to first buyer. phone Patrick on: 0908 679055.

Amstrad tape games! Original recent titles eg. Operation Wolf, Typhoon, Ikari Warriors, Driller. Many budget titles too. Prices 50p+. Sell or swap. Phone: (0793) 693068 after 4pm for a list.

Amiga games - Terrorpods, Barbarian, Obliterator, Jinxter and Starglider II. £10 each or £40 the lot. Call Jim Swainson on (0268) 553858.

Original ST software for sale: Gauntlet 2 £6, Football MGR2 £5, Solomons Key £3, ST Multiface £35. SAE to: Geoff Perks, 25 Broomhall Road, Higher Blackley, Manchester. M9 3PB.

Atari ST PUBLIC DOMAIN SOFTWARE FOR £1.73 - AND don't miss out on your chance to win free commercial software! Send an SAE for a free catalogue to: HPDL, 2 Old Mill Close, Market Weighton, York. YO4 3DU'

Very cheap public domain for Atari. Discount commercial software 10-50% off. General Accs. Free membership for free catalogue. A4 SAE to: 'Paradise Computers', 9 Westfield Crescent, Brighton, Sussex. BN1 8JB'

Commodore 64C. Superb condition, boxed as new. datasette, joystick, mags, leads, many recent titiles, including Renegade III, and Speedball. 99 Crisp ounces! (pounds). Ring (0242) 35616, William. 2 Months old.

Atari 520STFM, one meg internal drive, eight months old, new joystick, plus summer pack plus games. Only £250. Phone Gary on: (0386) 554256.

Atari STM, 1/2 mb, external drive, 25 games, cover, mouse, joystick, and lots of utilities, eight months old, games include: FOFT, Elite, Barbarian, Xenon. £350 ono. Phone Anthony on: 0792 898132.

Atari STFM + 1 m-byte, external dirve and Boot'B' switch. £300 of software including word-processor, database. Many games eg. Carrier Command, Virus, Starglider. Worth over £700, sell for £400. Phone Mohamed: 01-5705961 after 5pm.

Amiga A500 for sale, with joystick, four player leads, modulator and over £1000 of software, only £600 ono. Phone: 606142 and ask for Jason.

Atari STFM for sale, joystick, mouse, £200 software, books, very good condition. Boxed as new £380 ono. Might swap for an Amiga. Phone Kevin on: (0733) 222805, after 4.30pm.

Spectrum 128K+3 swift disk and drive, m/face 128, loads of tapes, disks and mags. £300. Phone: (0492) 518643, after 6pm. Ask for Justin. May split.

Aiwa Personal Stereo/radio play, rewind, F.Fwrd, auto stop, auto reverse, graphic equaliser, headphones, excellent condition. Phone: 0436 72365 after 6pm. Write: 1 Red Gauntlet Road, Helensburgh, Dunbartons. G84 7TW.

Modem 300 and 1200 Baud suitable for most computers includes RS232 cable (St software) £95. With Datari interface and XL/XE, Atari software, £130. Phone: 0423 879533, after 6pm or weekends.

Amstrad 464 colour monitor, disc drive, and 257 disc games, speech synth, music composer, 2 joysticks, 64k memory expansion. 100's of latest games and mush more. Phone: (0604) 404788. ONLY £500!!!!

Sega Master System for sale. 16 games with it. Will sell for £150. Please contact me, John, on: 278 2619.

Atari ST for sale. £500 worth of software, including: Falcon, Operation Wolf and Elite. Perfect condition. All boxed as new. Sell for £400 ono. Phone Jon on: (0733) 222967.

High Quality printed address labels. Competitive prices, eg. 200 fro £2. Send 20p + SAE for more details to: Holland Enterprises, Inglenook, Holyport Road, Maidenhead, Berks. SL6 2EY.

Amstrad CPC 464: High Resolution Monitor: 128K Memory: Disk Drive: Colour Modulator: Multiface: Joystick: Software: Magazines: Worth £900+, sell for £325. Phone: (0243) 263592.

Spectrum 48K+, cassette recorder, joystick, interface, manuals, 200 games, plus loads of mags. £100 ono. Phone: Colchester (0206) 865759. Ask for Russell, after 5pm.

Amstrad CPC 464 computer, mono monitor, MP-1 modulator, joystick and some games very good condition. Will sell for £200. Phone: Gravesend 327560.

128K +2 for sale worth £500, sell for £200. 189 games and 40 comp mags. Contact Allan betwen 4 and 6pm on: Barnsley 715399.

Send £1 and I will send you 125 Speccy multi-face pokes. P&P included in price, Spectrum users only. Send your £1 coin to Chris, 318a Wrythe Lane, Carshalton, Surrey.

Amiga official Reference manuals, intuition, hardware, Exec £12.50 each. Libraries and devices £16.50. Phone Marcus: 01-452-6326 (eve), 01-486-5811 x 482 (day).

C64 including £400 worth of software + dust covers. Manuals £195 ono. Both excellent condition. Phone: Tiana, 0635-41689 (Newbury) after 5om.

Amstrad PC1512 with colour monitor, 2 months old, hardly used includes four games and business software, £490. Phone: 0733 315439 eve, 0733 53355 day, and ask for Matthew.

Amstrad CPC 6128 colour monitor disc drive, joystick - discs with 2 system discs and manual. One year old. Software worth £100. Sell for £275. Phone Max on: 01-435-2078.

Massive Amstrad games collection for sale. All originals, half price.

If you want it, I just might have it. Orders over £5, p+p free. Otherwise add £1. Ring: (0763) 71109.

ST Excellent condition (one meg drive) over 100 games including Foft Virus, Batman etc. Professional software. Two joysticks. Quick sale only £300. Phone: 0522 25702 for more details.

Amazing offer!!! Buy my Cheetah joystick for £300 and get a free Amstrad 464 colour monitor £500 software, books, mags, worth £750. Phone Chris between 4pm and 8pm, 0504 351524.

Commodore 64 + data cassette recorder £70. If interested contact me as soon as possible. Phone: (0422) 822217, (9-10.30pm) weekdays for details. Ask for Lue Ashton (Governors).

Atari 520STFM to 1040STFM. Conversion kit includes 1 meg memory, 1 meg 3 1/2 internal-drive, £125. Will split (0495) 272358, Mark.

CBM 64 for sale with disk drive, tape decks, mouse and many games, serious offers, only please of about £200. Contact Paul Lucas on Potters Bar (0707) 53104 after 5pm.

WANTED

ST contacts wanted for exchanging hints and tips. Write to: Stuart, 4 Pendle Place, Lytham, Lancs. FY8 4JB, or phone: 738693 (0253). 100% reply.

Atari 400 technical manual wanted. If you have one, contact Bruce on: Luton (0582) 36128, Sunday's only. (Price to be agreed).

Swap Amiga A500 with RAM Pack and Superbase personal. For Atari 1040 STFM-only TOS plus extras or money contact Tamworth on: (0827) 69789.

Unemployed Vic 20 owner seeks software for it. Unable to pay but willing to try and repay post costs. Thank you. T Denyer, 26 Wemyss Place, Kyle, Rosshire. IV40 8DE.

HELP!

AMIGA. I can help with 'KRISTAL' Rocket Ranger, RType, Batman, Carrier Command Flight Simulator II 'Def Of The Crown' Starguider II, Falcon IK+ interceptor. Write to Stephen Haynes 23 Hall Close, Farncombe, Gadalming, Surrey. GU7 3PW, or phone 24436.

I would appreciate any maps or tips on Dungeon Master. Please write to Mark Powys, Le Grand Catelet, St. John, Jersey. Channel Islands.

Zak McKracken; King's Quest I, II, III and IV; Space Quist I,II; Police Quest I,II; Manhunter New York; Leisure Suit Larry I and II; Corruption; Guild of Thieves; Pawn; Rish; Grail Quest; Lapis Philosophorum: Jinxter; Black Cauldron; Shadowgate; Uninvited; De Ja Vu; Transylvannia; Crimson Crown; Tass Times in Tone Town; Gateway; Phantasie I, II and III; Essex; Mindwheel; Breakers; Brimstone; Temple of Terror; Arazok's Tomb; Questron 2; Alice in Wondrland; Chrono Quest; Legend of the Sword; Ultima I,II, III and IV; Gunslinger; Tracer Sanction; Dungeonmaster; Rings of Zilfin; Shard of Spring; Might & Magik; OO-TOPOS; Treasure Island; Star Trek; Amnesia; Bard's Tale I and II; Fahrenheit 451; Wizard and the Princess; The Institute; Dragonworld; Amazon; ALL Level 9; ALL Infocom and many Spectrum/C64 adventures. Contact John R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs. ST17 9EB.

AMIGA CHEATS, 2 sheets of tips, Cheats, listings for over 25 top Amiga games. Send £1 (to cover costs) and large SAE for a copy of my 2 Cheat Sheets. New Tips welcome, send now for latest Hints and Tips updated Regularly. Send all to: Julian Smith, 45 Maplecroft Crescent, Sheffield, S9 1DN.

Lots of pokes and Multiface pokes all on one tape. Pokes include Plattoon, Target Renegade, Robocop, Operation Wolf, R-Type and many others. If you're interested write to the following address: Richard Marsh, 16 Bincombe Drive, Crewkerne, Somerset. TA18 7BE. SAE would be appreciated. (Amstrad)"

Please can anyone help me find the bikini in Leisure Suit Larry II or how to get light in Zak McRaken for the Atari ST? Mark Higgins, 198 Towers Road, Moffat Mills, Airdrie.

Help to be given on all of Zak McKracken. The early stages of Hitch Hikers (cheese sandwich, babel fish etc.) Help wanted on later stages of Galdregon's Domain, Most of Dungeon Master. Ingrid's Back, The Krystal, Police Quest and Spell Breaker. Also, any tips or routines in 68000 (Amiga) will be GREATLY appreciated. (Has anybody sorted out a routine to play back SOUNDTRACKER songs?) Write to: Rich, 1 Woodlands Grove, Meir Heath, Stoke-on-Trent, Staffs, ST3 7NX. (SAE ONLY – that means STAMPED addressed envelope, dummy!)

Corruption, Dracula, Kayleth, King's Quest II, Kobyashi Naru, Mindshadow, Never Ending Story, Police Quest, Tass Times in Tonetown. Phone (0530) 412415 between 4pm and 10pm or send an SAE to: Simon Ball, 1A Castle Flats, South Street, Ashby-de-la zouch, Leicestershire, LE6 5BQ.

All aspects of BASIC especially adventures, debugging, compression and protection; Machine Code including RSX's and poking. Have got a CPC464, BT64, Multiface II and DK Tronics speech Rom. Please can helpees state their level of understanding. I can also offer extensive help on MS-DOS wage (including batchfiles). General Amstrad enquiries also welcome but solutions not guaranteed. Please enclose stamped SAE, to: Sean McManus, 226 Chertsey Rise, Stevenage, Herts. SG2 9JQ.

M/C program enables "24" sprites on screen at once! For C64. Easily used with basir OR M/C. Send £4 + tape to: W J Hankin, 4 Ambleside Close, Beechwood West, Runcorn, Cheshire, WA7 2RT. Full instructions included.

HELP! HELP! HELP! wanted on the following two C64 Games Black Magic by Datasoft and Black Lamp by Fire Bird any pokes, Cheats and solutions greatly received. David Lean, 18 BoxHedge Road, West Banbury, Oxon. OX16 0BX.

Hi, it's me, Paul Hardy - AGAIN, and I have now completed the following adventures, + more: Voodoo Castle, Pirate Adventure, Sorceror of Claymorgue Castle, Incredible Hulk, Zzzz, Velnors Lair, Se-kaa of Assiah (part 1), Kentilla, Seabase Deta, Spytreck, etc. Please contact me ASAP. 33, Fir Tree Drive, Wales, Sheffield, 531 8LZ.

MY BRAIN HURTS! Help me! The Sega Phantasy Star Game, how do I locate Guaron Caue and find the armour? I have tried every cave, I need exact information please! Gerard Phillips, 277 Okd Brompton Road, London SW5 9PH.

HAVING PROBLEMS WITH A PRODUCT FROM THE USA? I may be able to help - send info (and ideas, PD's, disgusting thoughts) to: Pete Lobl, 31 Maple Drive, Lindenhurst, N.Y. 11757 USA. (for Amiga only, please!)

Here is a list of all the adventures that have been completed by myself on the Atari St and Spectrum 128K computers: Apache Gold, Adventure Quest, Borrowed Time, The Bard's Tale, Colossal Adventure, Dracula, Dungeon Adventure, The Hobbit, Gremlins, The Incredible Hulk, The Serfs Tale, Tass Times in Tonetown, Jinxter, Corruption, Bureaucreacy, Spytrek, The Grail, Eureka, Kentilla, Quest for the Holy Grail, Imaginaion, Jack the Ripper, Seabase Delta, Never Ending Story, Questprobe, Robin of Sherwood, Very Big Cave Adventure, Terrors of Trantoss, Play It Again Sam, Inspector Flukeit, Winter Wonderland, Mindshadow. Write to: 56 Mogul Lane, Halesowen, West Midlands. B63 2QW, or call (0384) 60129, between 5pm and 10pm, Monday-Saturday.

The one and only C64/128 British help service, returns with a vengance to the pages to the pages of ACE. Send a list of games you need help on along with an SAE to Mark Essen: 26 Thick Hollins Drive, Meltham, Huddersfield. HD7 3DL.

Commodore 64/128 Help service. Send me an SAE with a list of games and I will help you, I can also help with the buying and selling of games. Contact Mark: 26, Thick Hollins Drive, Meltham, Huddersfield. HD7 3DL.

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Adventure solution disk: 26 popular ST Adventures on special reader disk for Atari ST. Send £2.50 to: J R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs. ST17 9EB.

Write to the CSFHS for free pokes, tips and maps for CBM 64 games, Remember to send an SAE, and I will send you all sorts of good things!! Mark Essen, 26 Thick Hollins Drive, Meltham, Huddersfield. HD7 3DL.

HI!!! I leave school very soon and need to learn machine code on my Amiga, can you help me? If so phone me on the following number: (0362) 697822.

Write for HELP on any part of Leisure Suit Harry 1 and 2 and Corruption. Send and SAE to Colette Spoard, 14 Nevin House, Bourne Avenue, Hayes, Middlesex. UB3 1QU.

Help requested for Police Quest, Space Quest, Gold Rush and Sierra Games in general. Please get in touch, I'm desperate!!! Please write to: Jason Morrison, 151 Princess Way, Portadown, Co Mrnagh, N. Ireland. BT63 5EL or phone: (0762) 336239, Thank you.

Seastalker, Hitchikers Guide, Lurking Horror, Leather Goddess, Souls of Darkon, Subsunk, Kaiser, Seabase Delta Warlord, Heroes of Karn, Message from Andromeda, Forest at the World's End. Stuart Whyte, The Gables, 53 Ridgeway Road, Timperley, Cheshire. WA25 7HL.

Help given for Moonmist, Kings Quest II and III, Mind Shadow Knoght ORC, Return to Eden, Colossal Adventure, Dungeon Adventure. Sarah Farner, 184 Bromsgrove Road, Redditch, Worcs, B97 4SL.

Attention all Amstrad owners. I can give you help on the following games, + lots more: Stunt Bike Sim, Pro BMX Sim, Crystal Castles, Willy Wino's Stag Party, etc. Richard Marsh, 16 Bincombe Drive, Crewkerne, Somerset. TA18 7BE>

Do you need help with your games for the Spectrum. Then send a letter to us and we will help. Colin Newham, 9 Green Avenue, Netherfield, Nottingham, NG4 2LZ.

For info on: Corruption, KQ I, and II, Gnome Ranger, Ingrids Back, Lancalot, Guild of Thieves, The Pawn, 85% of the way with Police Quest 2. Write to: Tracy TaHum, 68 Alver Road, Portsmouth, Hants. PO1 5HW.

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CONTACTS

Amiga penpals wanted to exchange hints and tips. 100% reply, write to Mark, Greenlands, Gaastang Road, Brock, Nr Preston, Lancs. PR3 0RE.

We program for your group very great intros and demos (in assembler) on the Amiga. Send a disk for some of our demos to: Murad M'Barki, Bergstr. 218 4370, Marl, W Germany.

Have you ever created a game, utility, Art Piece, Music Piece or any software for any computer? If so send them to me and I will send them to my contacts. Mark Essen: 26 Thick Hollins Drive, Methum, Huddersfield. HD7 3DL.

ST User Group New Members Wanted, for the Best User Group Around. Just send £1 to cover p&p, to: Paul Slater, 7 Fenwich Road, Nottingham, Notts. NG8 6FY.

ST users wanted in the Mersey-side area for hints, tips with aim to starting ST user club in Liverpool. Phone Jim on: 054-259-3526. Merseyside only!

Northern Ireland ST Club. If you live in Northern Ireland and own an ST, write to me for details of ST User Club. Jim Erskine, 53 Lenaghan Park, Belfast. BT8 4JB.

Packer wanted. Must have printer. Help generously appreciated, personal matter. Just drop me a line: Frank, 15 Birkin Road, Southdene, Kirkby, Liverpool.

WANTED

Swap a porta-studio synthesiser AMP Music Centre and a lot of accessories for a great Amiga A500, Package very urgent. Phone Cymon on: Aylesbury, 0296 393201, after 7pm.

Wanted Amiga External Disk drive. Must be full Commodore compatable. Also wanted A501 500K expansion unit. Phone: Exeter (0392) 61389.

Games programmers who think their product is good enough to release commercially. Write with details/samples to: J Clarke, 169 Chiswick Viaalge, Chiswick, London, W4 3DG. Phone: 01-994-6657.

WANTED: PC Engine either monitor or TV Type plus large collection of games. Must be excellent condition. Any reasonable price paid. Phone: Dave (031) 332 4618, after 6pm.

Atari STFM or Amiga required. Must include games software. The more the better. Amiga with Wizards Lair Please. Phon: Steve Preston, (0772) 744439.

Wanted. Unwanted Sega games - will pay £14 for Alex Kid, World Soccer, Great Football, Powerstrike, Wonderboy (Monsterlane), Zaxxon, Astro Warrior, Great Wolf, Kenseiden, Thunderblade. Phone: 871-9398.

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The BLITTER END

WHEN IS A COMPUTER NOT A COMPUTER?

When it's a console?? This is the question that vast amounts of video game dollars may ride on as Nintendo/and Tengen prepare to do battle in the American courts over the rights to the Russian game - *Tetris*. Tengen are claiming rights to all versions - whilst Nintendo maintain that they have the rights to produce the game for their own machines. The whole case hinges on the argument over whether a games console is, or is not, a computer - with multitudinous experts being called to pronounce lofty opinions on the thorny problem.

Blitter End is standing by for the call up. This case is shaping up to be one of the most costly battles in the history of computer gaming. And the outcome may have far reaching implications - placing a question mark over the rights to certain other games.

FABULOUS FREEBIES

Its been a fat old month for freebies - with the Blitter End getting in free to see *Indiana Jones - The Last Crusade* and *Licensed To Kill* buckshee - courtesy of Good 'ol Domark and Good 'ol USG. Well, legitimate research 'innit guv? You can't review the game until you've seen the film. Stands to reason. It's just not done. String 'em we say.. hanging's too good for 'em.

No sign of a Batman ticket yet, though. C'mon Ocean – pull your batfinger out! Just in case you haven't seen either of the movies mentioned yet, here are the Exclusive Blitter End reviews.

Indiana Jones 934 (ACE rated)

Licensed To Kill 836. Just missed the Rating there, you darling Dodos. Does it all prove that Indy is more macho than 007? Remains to be seen what the games get, of course.....

LATEST MEGA-GAME ARRIVES

Yes, it's here – the game you've all been waiting for....Postman Pat!. Pat must drive the post van around Greendale picking up parcels and letters and then....delivering them! On his round Pat will meet such exciting people as Ted Glen, Peter Fogg and – wouldn't you just know – Miss Hubbard. And one of the interesting things Pat has to do is deliver a prescription for Miss Hubbard. And as if that weren't enough for poor old Pat, he's then got to go off and round up some sheep. It's a rough old life in the Post Office. Expect to see 16 bit as well as 8 bit versions of the game coming from Alternative Software.

WOT – NO DOMARKS?

A strange occurence this month at ACE – not a single ridiculous photograph of the Domark twins did we receive. How on earth are we expected to fill pages like this without them? Please Dominic, please Mark – send us some more piccys.

GROVEL

In our continuing series Great Grovels of Our Time - we would like to present the Let Sleeping God's Lie apology. Our esteemd correspondent – Tony "Heavy Metal" Dillo – mistakenly credited the game to Entertainment International. the game is in fact by Empire.

Since we received the game certain improvements have been made: we hope to be taking another look at it next month.

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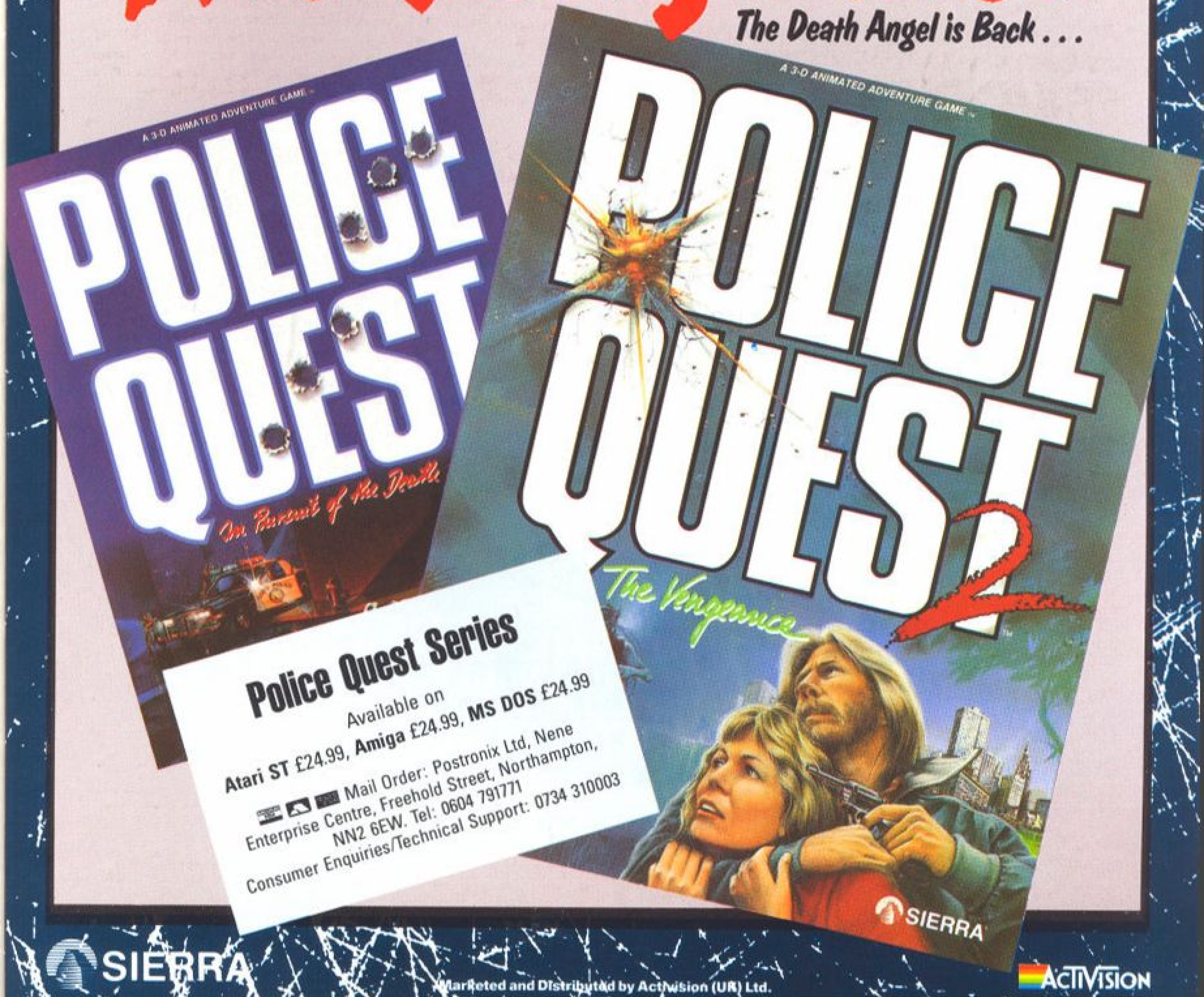
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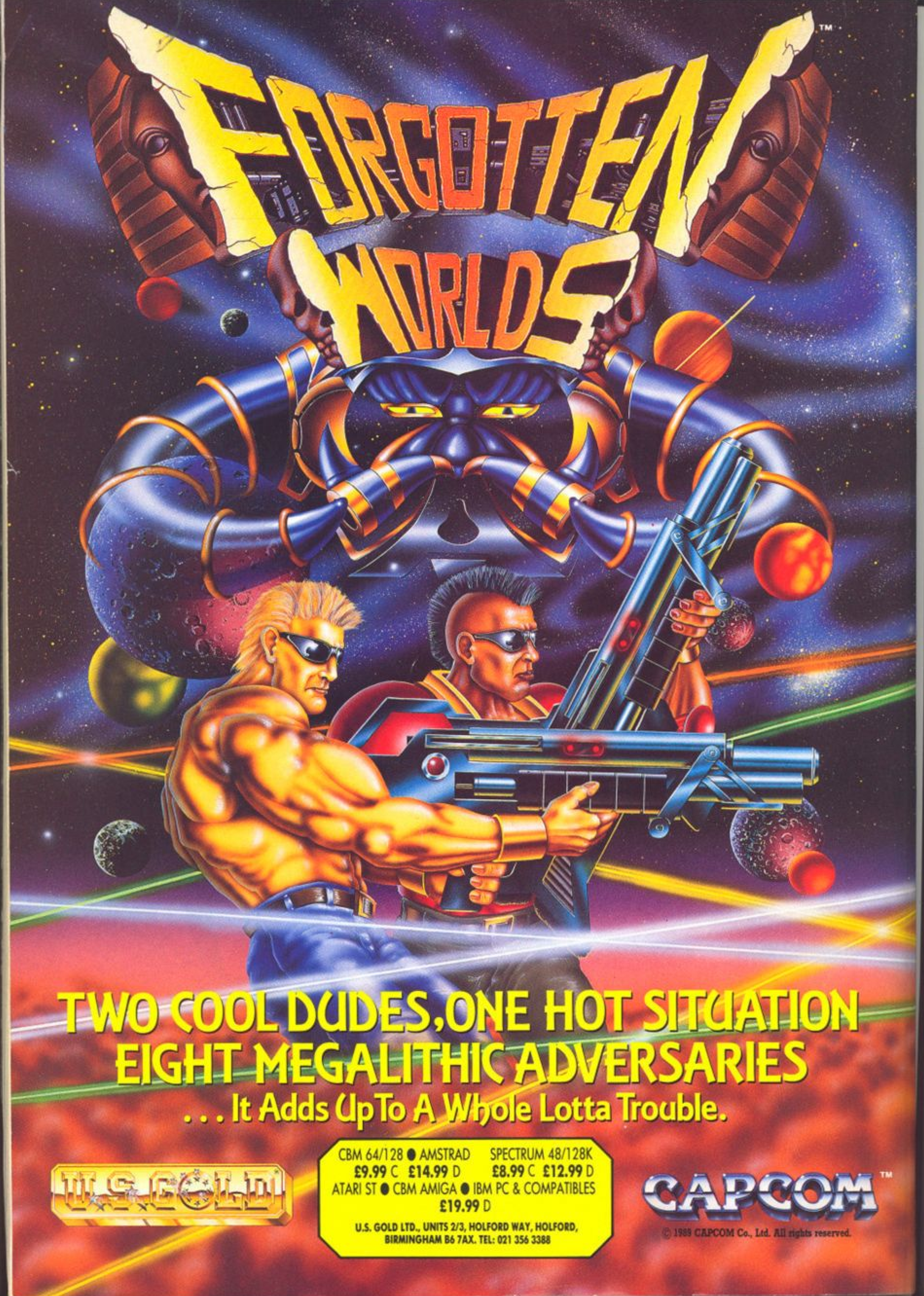
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